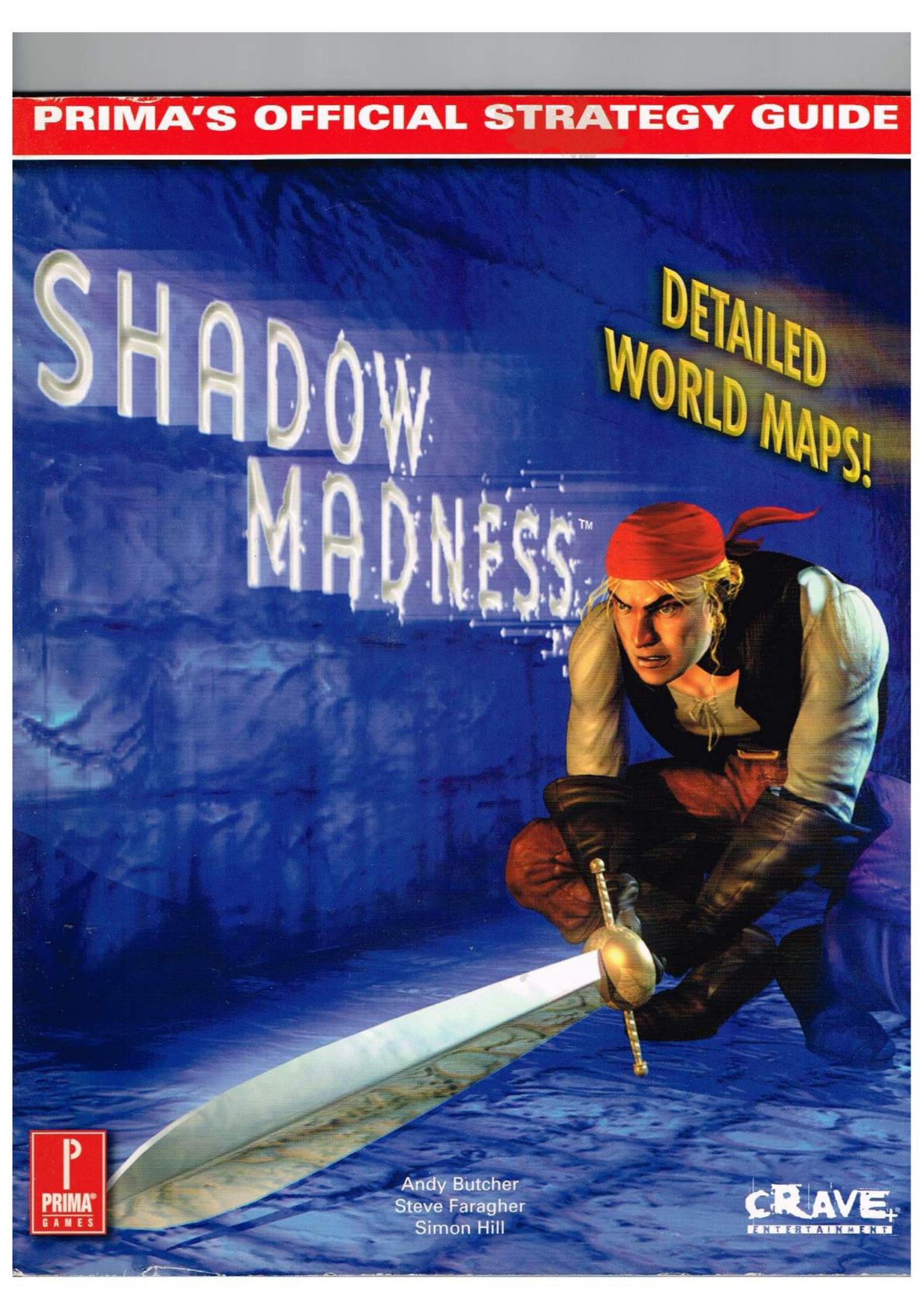
PRIMA'S OFFICIAL STRATEGY GUIDE

SHADOW MADNESS™

DETAILED WORLD MAPS!



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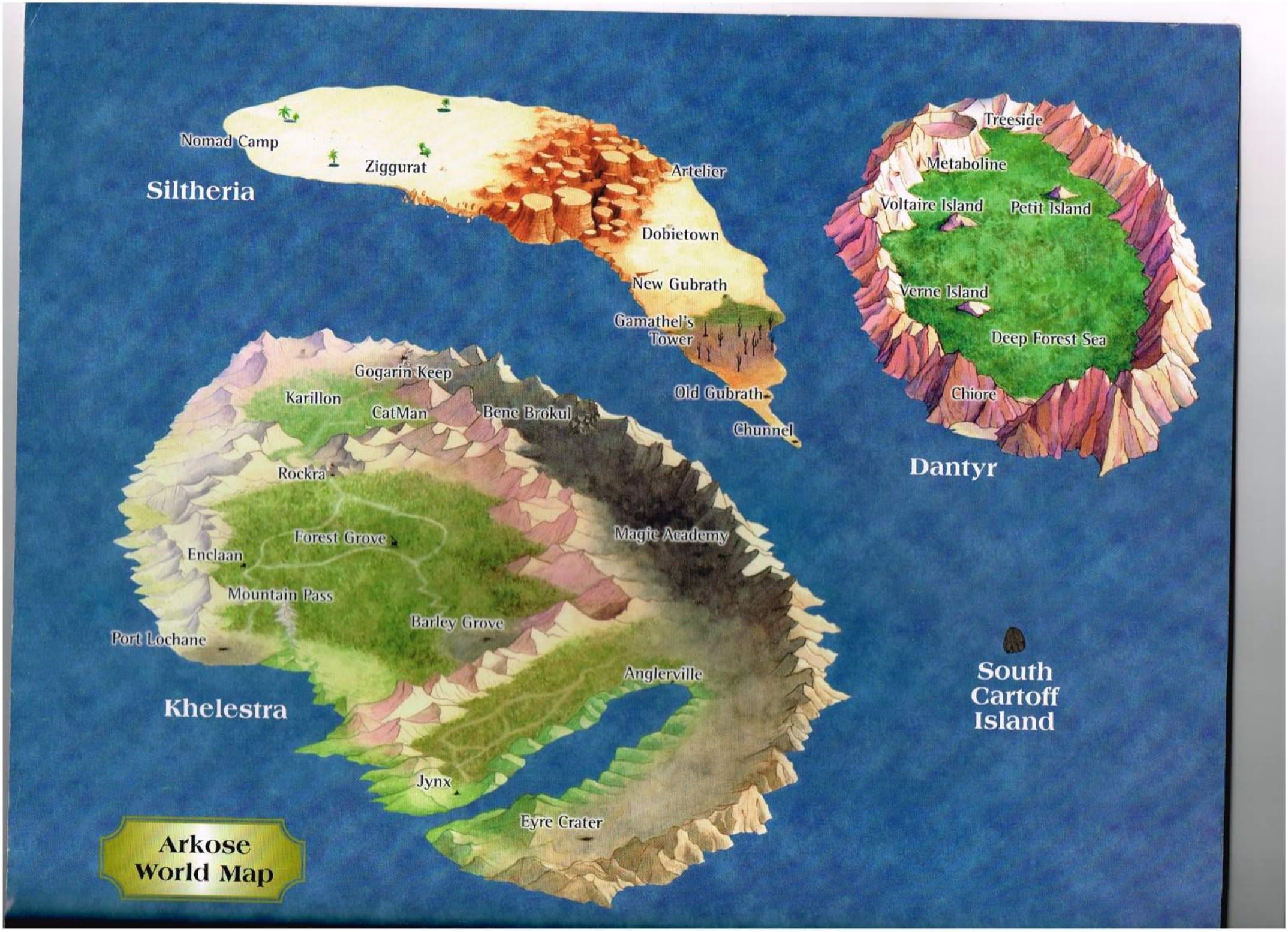
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Ziggurat
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Lake J'rr
Cyl Og Sul
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South Tanglewoods
Wyldern World Map

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FOREWORD

Oh, you make games for a living? Beats working, right?
(Quotation from a former friend.)

There will be death...
(Harv-5, agricultural robot extraordinaire.)

Well, Harv-5 was wrong. There wasn't death. Instead, we all gave birth—in some kind of eerie, collective fashion—to something we think is wonderful. Is the game what we thought it would be? I think it humbles all of us; we couldn't have imagined the result. And it's finally done.

There's a palpable sense of relief—of stellar proportions—emanating from the team. Developers are leaving left and right for China, Singapore, and Canada. Artists, too, are arranging flights to strange and exotic places (Paris, Idaho, Mexico). All have the same objective: to heal themselves! Get refreshed. Find their wanton spirits. Recreate. Get regular again. And most importantly, to dream... dream... DREAM!

A game as big as *Shadow Madness* can't happen without a bunch of very, very talented dreamers divesting themselves of every spare ounce of their collective creativity. The tasks seemed never to end, and "issues" kept on coming. But in time, the list of issues dwindled to zero, and the final push was over. One of the toughest things you can ever do is work closely with the same people for a long, long, long time. All of us—the *Shadow Madness* team members—have hung on through it all, are reasonably sane, and still talk to each other—at least most of the time!

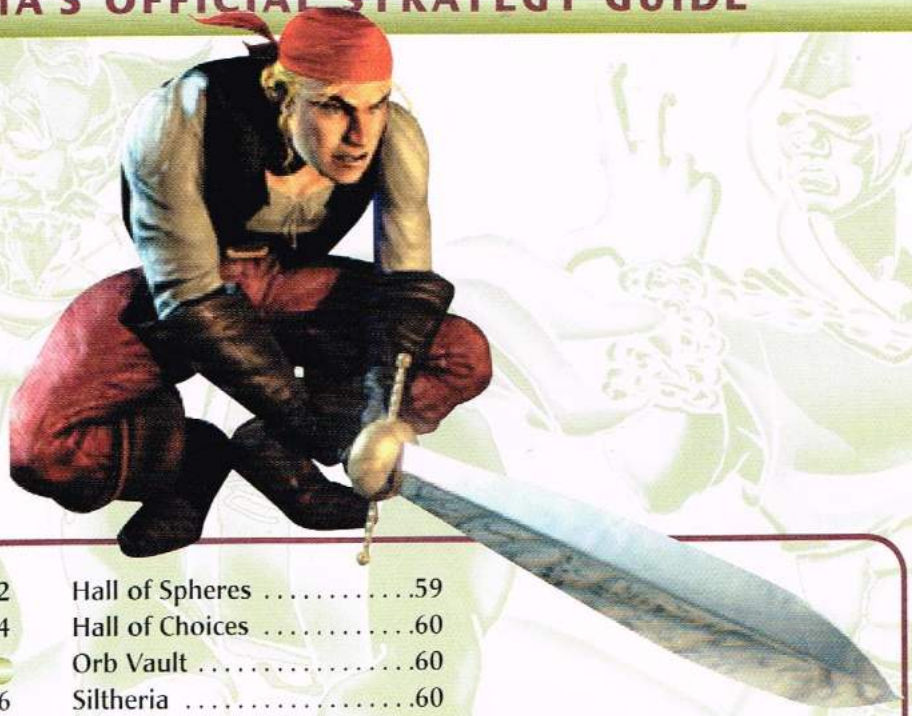
Now at the tail end of the cycle, it's time to remember all those little things you forget to do when you're completely absorbed into your work: to throw out that one-year-old quart of milk in the fridge, to reflect on the realities of software development (I'll kill the next person who says, "Oh, you make games? What a blast! I wish I had a cushy job like that!"), to marvel at how remiss we've all been with our families and friends. It's time to tap back into the great keg of life!

In closing, I'd like to thank each and every person listed in the credits, especially (of course) the people who made *Shadow Madness* happen.

Actually, this thank you should be directed to the "significant others" and families who stood by the crew through the wonderful, ugly, and occasionally mundane moments of this development cycle! Yes, this game is for each of our respective personal cheering squads!

Kampai!

Ted Woolsey
Seattle, Washington
March 11, 1999



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INTRODUCTION

Prima's Official Strategy Guide

WELCOME TO THE WORLD OF SHADOW MADNESS

***The world of* Shadow Madness**—*a sprawling, epic tale of the triumph of good in the face of adversity. Set in the mysterious world of Arkose, this game mixes technology and magic, humor, and horror, to provide you with one of the most satisfying gaming experiences you will ever undertake. This official strategy guide contains all the information you may need to help you defeat the forces of evil in Arkose.*

Chapter 1

An in-depth look at the six main characters who will form your band of heroes. It details their skills and special abilities and gives you the run-down on any spells they may be able to cast.

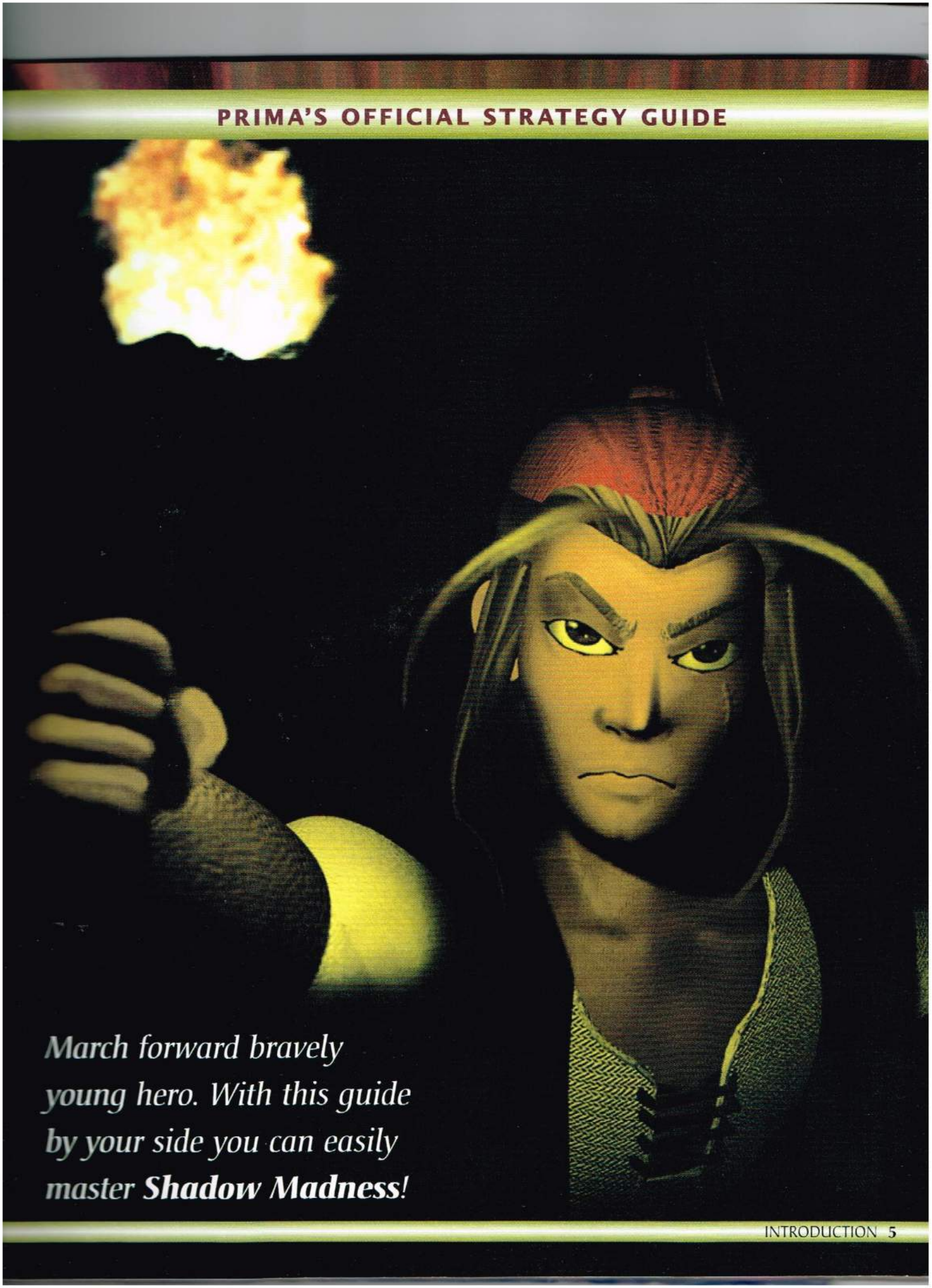
Chapter 2

Introduces you to the enemy—the legions of monsters, bandits, and spiritual beings who occupy the world of Shadow Madness. *Information on how to beat every last one is found here.*

Chapter 3

The big one. A step-by-step walkthrough for every location and sequence in the game. Here are solutions to every puzzle and maps for each maze in the game.

*At the back are a couple of useful appendices. The first details the "**Gadgeteer Simulators**"—strange video games that are to be found in Arkose. It tells you where they are, how to beat them, and what you get for your efforts. The second appendix has a whole host of useful lists detailing every major magic item in the game.*


March forward bravely young hero. With this guide by your side you can easily master ***Shadow Madness****!*

STINGER

RACE: *HUMAN*
GENDER: *MALE*
AGE: *18*

HEIGHT: *5' 9"*
WEIGHT: *165 LBS*
INTELLIGENCE: *AVERAGE*

PHYSICAL DESCRIPTION

Stinger is a young man with a slender, athletic build, dark eyes, and sandy blond hair. He wears the rough-and-ready attire of a roguish young sailor – leather vest, a long-sleeved billowy shirt, baggy dark-colored pants, and brown leather buccaneer gloves and boots.

PERSONALITY

Stinger is a headstrong, brash young man with more confidence than sense. He's also a bit of a streetwise punk who often mouths off or issues challenges when he feels his honor has been slighted. Stinger enjoys grand adventures and taking risks, and considers himself the greatest swordsman in the world. Of course, he's not as slick as he thinks, and this can get him into hot water. At the beginning of this adventure, he's the reluctant hero – a teenager thrust into a tough situation against his will.

ORIGIN/BACKGROUND

Stinger is the son of a sailor and a barmaid. His father was killed in an accident at sea when Stinger was just a tiny baby. His mother tried to prevent him from following in his father's adventurous footsteps, but her effort has largely failed. Stinger has retained a strong interest in becoming a sailor.

Stinger also runs with the wrong crowd, and has consequently developed a bad reputation with the local law.

THE TWITCH ATTACK

This excellent battle tactic is one of the features that sets Shadow Madness apart from other PlayStation RPGs. The twitch attack doubles the amount of damage you inflict on an opponent with any attack! Only Stinger and Harv-5 can use it.

Press the × button to attack as normal, wait until your opponent has raised the weapon above his head and then tap the × button once again. When the attack connects, it should cause double the damage. You'll know if it works because two damage indicators appear above the monster.

Timing this tactic can be tricky at first, but it's well worth making the effort to perfect, because you'll have the advantage of double-strength attacks for the rest of your quest.

HARV-5

RACE: *HARVESTER ROBOT, MARK V (THE LAST MODEL IN A SERIES)*
GENDER: *MALE*
AGE: *(ACTUAL) 40+ (MENTAL) YOUNG ADULT*
HEIGHT: *5'6"*
WEIGHT: *275 LBS*
INTELLIGENCE: *AVERAGE*

PHYSICAL DESCRIPTION

Harv-5 (just "Harv" to his friends) is a sturdy, anthropomorphic robot constructed of wood, metal, and a variety of miscellaneous materials. He wears a large straw hat, wooden shoes, and leather gloves. Harv-5 is equipped with a field scythe that he wields as a powerful weapon.

PERSONALITY

Harv seems to have a dual personality. One moment he is cautious and logical, the next he is quick-witted and ready to fight all comers. He is considerably naive in the ways of humanity, but learns from his experiences. Above all else, Harv is loyal, fearless, and true to his friends.

Harv's manner is polite, occasionally more formal than Windleaf's. Harv has a keen wit and on occasion replies to an insult with a biting retort.

ORIGIN/BACKGROUND

Harv-5 is the last in a series of labor robots built by the Gadgeteers over 40 years ago. The Gadgeteers tried to sell the robots to nearby communities, but most people couldn't afford them. Very few were actually made, and most have fallen apart or worn out. Harv-5 is an exception.

For a while, Harv was kept in a warehouse in Fyre. Many young Gadgeteers tried a number of devices and experiments on him while in storage. He was essentially a prototype platform. In time, Harv was traded for food and supplies to a farmer in Barleygrove. It was there that he began showing human-like behavior – very unlike the cold, emotionless machines that preceded him. The villagers didn't give it much thought and took his behavior as another wonder of the Gadgeteers. Were they right?

WINDLEAF

Race: Human
Gender: Female
Age: 17

Height: 5'6"
Weight: 115 lbs
Intelligence: Above average

Physical Description

Windleaf is a young woman of average height and exceptional health. She has tan skin and long, dark hair that she wears in a simple braid. Her garments are fashioned from natural materials to resemble foliage. She wears simple jewelry and accessories, the most prominent being a brightly colored headband. Her manner of dress is a bit brazen by "civilized" standards, as it shows a lot more of her than is commonly accepted.

Windleaf's primary weapon is a longbow fashioned from strong wood. When necessary, her bow doubles as a makeshift bludgeon. Windleaf also has a talent for wielding magical powers, but her capabilities are not fully known – yet.

Personality

Windleaf provides a voice of reason in difficult times. She takes combat seriously and uses it only as a last resort. While she is focused and serious in dangerous situations, she tends to be playful and curious in less stressful circumstances. Windleaf is all about style, smarts, and grace.

Origin/Background

Windleaf is from the small forest village of Enclaan. Generations ago, her people migrated across the sea to their current home after the Darg attacked and nearly wiped out their island homeland. Since then they have lived in relative isolation in the southern reaches of the Enclaan forest on the continent of Khelestra. Unlike many of her people, Windleaf has taken an interest in the world around her.

When the game starts, Windleaf is the sole survivor of her people after a mysterious force destroys her village. Her people had been proud of their knack for survival against bad odds, but now they are all dead. It is her silent legacy to avenge their deaths and prevent the deaths of others in the process.

Windleaf's Spells

Windleaf has a good variety of spells, including damage spells that invariably ensure punishment of the enemy. Check out any monster's resistances against her spells by using the monster charts in Chapter 2.

Lvl	Spell Name	Spell Effect	Damage Type	Duration	MP Cost
1	Beetle	+25 Fortitude	N/A	15 sec.	12
1	Drakeball	-50HP	Fire	Instant	12
1	Hawk	-80 HP All	Fire	Instant	40
1	Soothing	+50HP	N/A	Instant	12
2	Beeswarm	-50HP All	Spirit	Instant	25
2	Flamebless	Set Fire Enchantment	N/A	Combat	25
3	Gust	-75HP	Earth	Instant	35
3	Python	-75HP	Spirit	Instant	35
3	Soothe All	+50HP All	N/A	Instant	35
4	Antidote	Clear Poison	N/A	Instant	45
4	Snakebite	Set Poison	N/A	30 sec.	45
4	Spiritbless	Set Spirit Enchantment	N/A	Combat	45
5	Armadillo	+20 Agility, +20 Fortitude	N/A	15 sec.	50
5	Kraken	-90 HP All	Spirit	Instant	75
5	Mending	+75 HP	N/A	Instant	50
6	Blindness	Set Blindness	Spirit	300 sec.	100
6	Rageshriek	-75 HP All, Set Confused	Spirit	150 sec.	100
6	Windstrike	-100 HP	Earth	Instant	100
7	Drakestrike	-110 HP	Fire	Instant	110
7	Mend All	+100 HP All	N/A	Instant	110
7	Owltalon	-110 HP, Set Poison	Spirit	30 sec.	110
8	Sirencall	Clear Sleep	N/A	Instant	125
8	Soulrise	Clear Dead, +50 HP	N/A	Instant	125
8	Wolfclaw	-110 HP, Set Paralysis	Spirit	30 sec.	125
9	Healing	+150 HP	N/A	Instant	135
9	Mammoth	-115 HP All	Ice	Instant	135
9	Weakness	Set Weak	Spirit	300 sec.	135
10	Drakewrath	-125 HP	Fire	Instant	140
10	Spellblind	Set Spellblind	N/A	300 sec.	140
10	Wyrm	Set Stone	Spirit	60 sec.	140
11	Heal All	+150 HP All	N/A	Instant	150
11	Windwrath	-110 HP All, Set Slow	Earth	300 sec.	150
12	Bodysoul Rise	Clear Dead, +200 HP	N/A	Instant	200
12	Cleanse	Set Normal	N/A	Instant	200
13	Apocalypse	-225 HP All	Earth	Instant	350
13	Drake	-150 HP All	Fire	Instant	250
13	Titan	+25 Prowess, +25 Strength	N/A	15 sec.	250
Hidden	Shatter	-60 HP	Spirit	Instant	30

CLEMETT

RACE: *GADGETEER*
GENDER: *MALE*
AGE: *26*
HEIGHT: *5'8"*
WEIGHT: *BETWEEN 150 AND 170 LBS*
INTELLIGENCE: *VERY INTELLIGENT*

PHYSICAL DESCRIPTION

Clemett is a male of average size and build who wears a special set of garments and armor that obscure his features from the outside world. This attire is common among his peers, the enigmatic society of inventors known as Gadgeteers. For reasons that remain their own, the Gadgeteers never reveal their real identities to outsiders. Rumors abound as to their "true appearance." Are they demons? Angels? Machines? Only the Gadgeteers know for sure.

PERSONALITY

Clemett is a jovial soul and a standout among the stoic, enigmatic Gadgeteers. He has learned many things among the humans, including honor, love, and humor. He's also picked up the bad along with the good, and is a little greedy. He's a womanizer, too, and likes a game of cards and a belly full of stout beer.

Clemett is unusual. In a social situation, he's boisterous, easily excited, and crude. In a scientific situation, the Gadgeteer in him takes over, and he's all technobabble and business. In battle, he's the man with the big gun and the bad attitude.

ORIGIN/BACKGROUND

Clemett has always been a maverick among his Gadgeteer peers. Headstrong and curious about the outside world, he "volunteered" for a field team sent to work with the engineers of New Gubrath. The Gadgeteers were impressed with the technological advancements of the human community there and decided to help them with their work. Along with Stanley and Murphy, a pair of old and somewhat jaded Gadgeteers, Clemett crossed the sea and made the long journey to New Gubrath. He found the place exciting, and humans even more so. It was here that he began to follow interests outside of Gadgeteering. He began a healthy pursuit of history and archaeology after learning that the ruins of an ancient city were located nearby. He broadened his horizons considerably, much to the chagrin of his older, more conservative, peers.

Clemett made friends among the local humans and joined a group of explorers who were investigating the ruins of Old Artelier. While on the expedition, he discovered the location of a lost city. There, he made more friends, and vowed to return to examine their libraries.

It was during one such return trip that Clemett learned the legend of the nearby Ziggurat of Uhndrash, said to contain the Orb of the Heavens, an amazing artifact. The orb is reputed to be a "conduit for divine power and energies." Clemett wants to discover if this legend is true.

Spell States

Some spells in the game induce a 'state' in their target, instead of causing immediate damage. Here's the breakdown of all the effects. Note that most will go away with time if not cured.

Blindness: Target's Prowess stat is reduced drastically, making their chances of scoring a hit in battle pretty slim.

Confusion: Victim loses control of target selection, and will attack a random target each round—including friendly characters! Tip: If you're Confused, don't use spell or missile attacks to limit the danger to your party.

Drunk: Same as Confusion.

Paralysis: Target is immobilized and helpless.

Pathetic: Target's Prowess and Strength are both reduced drastically. Additionally, some of their HPs and MPs are transferred to the caster.

Poison: Target loses a set amount of HP per round until cured—or they die!

Sleep: Target goes to sleep. Same effect as Paralysis, although victim will wake up if attacked.

Slow: Target's Attack Meter refills at a reduced rate, making the time between attacks longer. They'll hit as normal, just not as often.

Spellblind: Target's Spellcasting stat is reduced drastically, cutting the effectiveness of their spells in battle. Not all spells are subject to this attack; only those that cause damage or are used for healing are really affected.

Stone: Target is turned into a large lump of rock. The effect's the same as Paralysis.

Wasted: Target takes a small loss from all their battle statistics. They also suffer from being Slow.

Weakness: Target's Strength stat is reduced drastically, severely cutting down the amount of damage they do in battle.

Cannon Rounds

Clemett's cannon rounds are all about hurting people, and operate in a very similar way to the others' spells. As with spells, make sure that your enemies can be damaged by the round you're firing before shooting. Check the enemies' resistances in Chapter 2 to avoid wasting ammo.

Lvl	Round Name	Round Effect	Damage Type	Duration	MP Cost
1	HE-AT	-50 HP	Fire	Instant	5
2	BNG-50	-60 HP	N/A	Instant	25
2	BTR-RAM	-60 HP, Set Slow	Earth	300 sec.	30
3	BOP-PR	-70 HP	Chaos	Instant	35
3	KE-WL	-70 HP, Set Sleep	Ice	60 sec.	40
4	LTL-FLR	-80 HP	Chaos	Instant	50
4	W1-LTR	-75 HP, Set Slow	N/A	300 sec.	45
5	GT-LNG	-85 HP All	N/A	Instant	55
5	FRK-OWT	Set Confused All	N/A	150 sec.	50
6	GOZ-211	-90 HP All	Psi	Instant	75
7	BR-BQ	-95 HP All, Set Blind	Fire	300 sec.	85
8	SKR-UD	-100 HP All	Earth	Instant	100
9	HI-VLT	-105 HP All	Earth	Instant	105
9	NMB-SAP	-105 HP, Set Slow	Earth	300 sec.	110
10	GYZ-UR	-125 HP	Ice	Instant	125
11	HEL-BGZ	-125 HP, Set Weak	Earth	300 sec.	135
12	NOVA-13	-140 HP	Fire	Instant	140
13	FT-MN1	-150 HP All	Fire	Instant	150
13	KAOS-86	-150 HP, Set Confused	Psi	150 sec.	160
Hidden	VPR-KSS	-50 HP, Set Poisoned	N/A	30 sec.	10

JIRINA

Race: Gray Org
Gender: Female
Age: 25
Height: 6'6"
Weight: Between 250 and 300 lbs
Intelligence: Average

Physical Description

Jirina is a tall, powerfully built, exotic woman. Hailing from Wyldern, she belongs to a subterranean race known as the Org. There are two species of Org. They are differentiated by their skin colors; blue and gray. Jirina is a Gray Org, long considered the "subspecies" or "slave race" by the more militant, dominant, imperialist Blue Orgs.

Because they live primarily underground, Orgs have very pale skin and light-sensitive eyes. Any Orgs spending much time in bright light must wear special visors to protect their eyes, and Jirina is no exception. Like Windleaf, Jirina doesn't wear an excessive amount of clothing, preferring comfort over modesty. She also wears a set of bracers, around which she wraps lengths of chain both as a weapon and as a symbol of her freedom from slavery.

Personality

Jirina's personality is both forceful and confident. Eager to live a free life after years in slavery, she gets a little wild at times. Deadly serious in battle, she'll occasionally let her hair down in peaceful situations. Unfortunately, Jirina considers most of her life to be a battle. Although tolerant, Jirina does not appreciate repeated comments on her size, race, or gender. "Friendly warnings" from Jirina on these topics usually consist of being stuffed in a pickle barrel, thrown a country mile, or something equally embarrassing. A severe beating is the reward for any further insult.

Origin/Background

Jirina is the daughter of a prominent Org leader and diplomat. When she was a teenager, soldiers invaded the Org Hexite mines. Her father tried to mount resistance and failed. He was taken away and hasn't been seen since. Jirina was put to hard labor in the mines, along with her mother and younger brother.

As time passed, Jirina started to feel a connection to the earth and to nature. The connection grew stronger, and she began to look ahead to a time when this power could help her escape and gain retribution against her jailers. Meanwhile, she grew, and grew, and grew. Unusually tall, strong, and muscular (even by male Org standards), Jirina soon was distinct among her peers. She secretly studied unarmed fighting skills whenever she could, with members of the Org-Ta, a forbidden society of warriors. Blessed with strong spirit and body, she bided her time and learned how the troopers operated within the mine. In time, she reached a point where she could no longer tolerate her imprisonment. Confident in her ability, she used her mystic powers to sever her bonds and her martial skills to fight her way out of the mine.

Jirina's Spells

Jirina has many Earth spells, which can be a disadvantage when facing opponents with Earth resistances. She's not very good at using spells to damage enemies. Her magical abilities are best used as support to her excellent combat skills.

Lvl	Spell Name	Spell Effect	Damage Type	Duration	MP Cost
1	Earthbless	Set Earth Enchantment	Earth	Combat	25
1	Liteheal	+50 HP	N/A	Instant	25
1	Nimble	+25 Agility	N/A	15 sec.	25
1	Power	+25 Strength	N/A	15 sec.	25
1	Slowmist	Set Slow	Earth	300 sec.	25
1	Stoneball	-50 HP	Earth	Instant	25
2	Boltstun	-50 HP, Set Slow	Earth	300 sec.	35
2	Tidalstrike	-60 HP	Ice	Instant	35
3	Earthstrike	-75 HP	Earth	Instant	50
3	Liteheal All	+75 HP All	N/A	Instant	50
4	Borealis	-90 HP All	Earth	Instant	60
4	Weakling	Set Weak	Earth	300 sec.	60
5	Mistheal	+125 HP	N/A	Instant	75
5	Venomrain	Set Poisoned	Earth	30 sec.	75
5	Warskill	+25 Prowess	Earth	15 sec.	75
6	Icebless	Set Ice Enchantment	Ice	Combat	100
6	Icestrike	-100 HP	Ice	Instant	100
7	Mistheal All	+150 HP All	N/A	Instant	110
7	Sweetmist	Set Confused	Earth	150 sec.	110
8	Icesleep	Set Sleep	Ice	60 sec.	125
8	Inept	-25 Prowess	Earth	15 sec.	125
9	Allheal	+225 HP All	Earth	Instant	135
9	Stoutbody	+25 Fortitude	Earth	15 sec.	135
9	Sunstrike	-125 HP	Fire	Instant	135
10	Rockskin	+25 Fortitude, +25 Strength	Earth	15 sec.	145
10	Stoneform	Set Stone	Earth	60 sec.	145
11	Potency	+25 Strength, +25 Prowess	N/A	15 sec.	150
11	Sunblind	Set Blind, -25 Agility	Fire	300 sec.	150
12	Maximize	+100 Prowess, +100 Strength	N/A	15 sec.	200
12	Pathetic Foe	-100 HP, Set Pathetic	Earth	300 sec.	200
13	Blizzard	-150 HP All, Set Sleep	Ice	60 sec.	250
13	Boltscream	-150 HP All, Set Slow	Earth	300 sec.	250
13	Nova	-150 HP All, Set Blind	Fire	300 sec.	250
13	Worldfury	-150 HP All, Set Confused	Earth	150 sec.	250

XERO VON MOON

Race: Magewarrior
Gender: Male
Age: 554 years
Height: 18"
Weight: 20-30 lbs
Intelligence: High

Physical Description

Xero is a humanoid head attached to a platform-like mechanism. This mechanism works both as a life support system and a mode of transportation, allowing him to fly. He's balding, and what hair remains is white from extreme age. He has a fancy mustache and beard.

Personality

Despite missing his body, Xero is normally in good spirits. He's a very worldly fellow, having traveled throughout Arkose and Wyldern before his fall from grace. He speaks every language known to man, remembers more than most sages, and is still a force to be reckoned with in battle. Despite all this, unlike most well-educated, extremely confident, and powerful people, he's only mildly annoying.

Xero is smooth and suave. He's also got a sharp wit, refined during a time when the ability to fire a good insult was considered just as important as skill at arms or sorcery. Xero's curses are of the old school variety: long-winded and witty. He's normally well-mannered and polite. In fact, slow-witted enemies may not realize he's insulted them until they think about it carefully for a few minutes.

Origin/Background

Xero Von Moon is one of the few remaining Magewarriors from the era of the Mage-Kings of Arkose. Once a normal man, he was mystically altered by the Mage-King of Uhndrash to be a master of warfare. Warfare in that era required physical and mystical power, and thanks to their masters, the Magewarriors had power in spades. The Mage-King was a master of the Psionic arts, and gave his warriors considerable training in that area. Xero was one of his brightest pupils and bravest fighters.

The Magewarrior creation process involved the replacement of the physical body, save for the head. An artificial body of considerable power was fashioned by the Mage-Kings' best artisans, then attached to the head by the King himself in an arcane ritual ceremony. This process both preserved their humanity and provided a weakness in case a Magewarrior needed to be taken down.

After serving with distinction during the Great War, Xero fell from grace during the final days of the conflict. Returning from the battlefield, Xero brought forth the somber news that the Darg was mauling the Mage-King's forces. In a fit of rage, the Mage-King ordered Xero's head severed on the spot. His orders were carried out, leaving Xero in a comatose slumber. Xero's body and head were placed in separate tombs near the Ziggurat of Uhndrash. King Uhndrash intended to reattach Xero's head after a suitable period of repentance had passed, but he never got the chance, for Uhndrash soon fell. He was slain in the battle, and Xero was stuck in a tomb, helpless and in a deep regenerative slumber.

Centuries later, a group of opportunistic tomb raiders found Xero. They mistook his head, encased in a hard, shiny, healing shell, for a mystic artifact. Xero's head passed from scholar to sage, from priest to art collector, eventually winding up in the hands of a religious zealot who believed it to be a holy relic of power and established a cult to worship it. It is in this sorry condition that he is encountered in the game.

XERO VON MOON'S SPELLS

Xero's psionic abilities are best used to support other party members. He has a few useful damage spells, but you must be careful using them – many of the enemies he meets (particularly at the Ziggurat) have high resistance to psionic abilities. Basically, if it's already dead, like a mummy or a skeleton, he's going to have a hard time hurting it.

Lvl	Spell Name	Spell Effect	Damage Type	Duration	MP Cost
1	King Uhndrash	-80 HP All	Psi	Instant	65
1	LoHeal	+50 HP	Psi	Instant	25
1	Paralysis	Set Paralysis	Psi	30 sec.	25
1	Psidart	-50 HP	Psi	Instant	25
1	PsiShield	+25 Fortitude	Psi	15 sec.	25
2	Awaken	Clear Sleep	Psi	Instant	35
2	LoHeal All	+50 HP All	Psi	Instant	35
2	Sleep	Set Sleep	Psi	60 sec.	35
3	Mass Paralysis	Set Paralysis All	Psi	30 sec.	50
3	PsiDagger	-75 HP	Psi	Instant	50
3	Purify	Clear Poison	Psi	Instant	50
4	Mass Sleep	Set Sleep All	Psi	60 sec.	60
4	PsiArmor	+25 Agility, +25 Fortitude	Psi	15 sec.	60
4	PsiScream	-75 HP All	Psi	Instant	60
5	Clarity	Clear Confused	Psi	Instant	75
5	MidHeal	+125 HP All	Psi	Instant	75
5	Queen Brokul	-100 HP All	Psi	Instant	75
6	Confusion	Set Confused	Psi	150 sec.	100
6	Psiphon	Target –100 HP, Xero +100 HP	Psi	Instant	100
6	Strength	+50 Strength	Psi	15 sec.	100
7	MidHeal All	+125 HP All	Psi	Instant	110
7	PsiBless	Set Psi Enchantment	Psi	Combat	110
7	Psychedelia	-50 Prowess, -50 Agility	Psi	15 sec.	110
8	LoRestore	+50 HP, Clear Dead	Psi	Instant	125
8	Mass Confusion	Set Confusion All	Psi	150 sec.	125
8	PsiFreeze	Set Stone	Psi	60 sec.	125
9	HiHeal	+150 HP	Psi	Instant	135
9	King Fanoma	-125 HP All	Psi	Instant	135
9	Vigor	Clear Slow	Psi	Instant	135
10	Boggle	Set Pathetic	Psi	300 sec.	145
10	Prowess	+50 Prowess	Psi	15 sec.	145
11	HiHeal All	+150 HP All	Psi	Instant	150
11	Nightmare	-125 HP All, Set Weak	Psi	300 sec.	150
12	Full Restore	Clear Dead, +1000 HP	Psi	Instant	225
12	Mass Boggle	Set Pathetic All	Psi	300 sec.	200
13	King Khelest	-170 HP All	Psi	Instant	250
13	Sum Of All Fears	-150 HP All, Set Confusion	Psi	150 sec.	250
13	Wraithform	+1000 HP	Psi	Instant	300

MONSTERS!

Only a few hours before your adventure starts, the world of Arkose was a peaceful one, where people could travel safely from place to place, and few felt the need to lock their doors at night. When Port Lochane is destroyed by a mysterious power, however, an evil shadow falls across the land, and nightmarish creatures begin to follow in its wake.

Throughout *Shadow Madness*, your heroes will face a huge variety of foes, from mindless undead corpses risen from their graves, to once-proud Knights driven mad by the evil power afflicting the land like a disease. Despite their many forms, all are united by their desire for your characters' blood, and often you'll have no choice but to fight them to the death.

Not all monsters are created equal, though—some are much more dangerous than others, and many have special powers or abilities. Understanding their different strengths and weaknesses is vital to succeed in your quest. This chapter is filled with details about every monster in the game, complete with their individual statistics and powers.

To help you find the information you need as easily as possible, the monster descriptions are organized alphabetically. The following columns show you the monster's hit points, magic points, and where the monster's found. There's also a brief description of the monster, and any additional powers it may have (such as spells) along with a tip for beating it, if necessary. Monsters may inhabit more than one area; each will have a separate entry.

Monsters that may be randomly encountered on the World Map are shown by the general area they inhabit (Arkose or Wyldern) and a number indicating how far into the game you'll have to be to see them. The higher the number, the farther in they'll be, and, most often, the more powerful they'll have become.

So, whenever you encounter a monster, first look up its name, then scan for your current location to get the correct stats for that monster. Some monsters, like Darg Org, have numerous entries, so be sure to find the entry with the correct location name—some monsters with the same name are much stronger in one location than another.

Monsters can "curse" you with attacks that have lasting effects, such as Blindness, Weakness, or leaving you Paralyzed. Your character will change color to show that he/she has been cursed. The table on page 25 shows which color gives which curse.

Many monsters have magical powers, so the final section of this chapter gives you complete information for every monster spell in the game.

Monster Descriptions

Each of the individual monster descriptions follows the same format. First comes the name of the monster, as seen when selecting it as a target in combat, and a location. Next is a brief summary of the monster's power and any special strengths or weaknesses to bear in mind when fighting it. This is followed by the monster's hit points (HP) and magic points (MP). After the statistics are details on any special abilities or powers possessed by the monster. There are four types of these in *Shadow Madness*: Spells, Wards, Resistances, and Enchantments.

Spells

This table lists the magic spells that the monster can cast in combat. For details of each spell, see the Monster Spells section on page 25.

Wards

Wards alter the amount of damage delivered by a type of magic. Most spells and many special attacks in *Shadow Madness* cause damage with a specific elemental effect. Some monsters are less vulnerable to these different types of damage. Wards are listed as a percentage that is applied to damage of the relevant type. So a monster with a Fire Ward at 50 percent will take only half the normal damage from special attacks and spells with Fire effects.

Monsters with a negative number, though, are MORE vulnerable to certain types of damage. A monster with a Fire Ward at -50 percent, for example, will take one-and-a-half times the normal damage from special attacks and spells with Fire effects!

A final, special, type of Ward is the Omegaward. This powerful Ward affects the damage caused by ALL types of spells and special attacks.

Obviously, you should adjust your tactics to account for any Wards possessed by the monsters you're fighting. Avoid spells and attacks that the monster is resistant to, and try to take advantage of any vulnerabilities it may have. You can find what type of

damage each of your party's spells does in the Characters chapter, beginning on page 6.

Resistances

These work in much the same way as Wards, but instead of modifying damage, they alter the chances of a monster being affected by a state-inducing spell or special attack, such as Sleep.

As with Wards, Resistances are listed as a percentage, so a monster with a Sleep Resistance of 50 percent is only half as likely to be sent into a pleasant slumber by a Sleep spell. Also like Wards, a negative value actually increases the chance of a monster being affected by a specific type of state-inducing spell—a monster with a Sleep Resistance of -50 percent is one-and-a-half times more likely to drowse off when hit with a Sleep spell!

Again, you should pay attention to any Resistances possessed by the monsters you are fighting. Avoid wasting valuable magic points on spells that have less chance of succeeding, and concentrate on magic that the monster is more vulnerable to.

Enchantments

The final type of special ability, Enchantments, determines the type of damage the monster causes. Enchanted attacks don't deliver any extra damage, but if your heroes are wearing armor that has been enchanted with the correct type of Ward, they will take less damage from the monster's attacks.

If that sounds a little confusing, look at this example. Our hero Stinger is attacked by a Gogarin Knight. The Knight has the Firestrike Enchantment, so any hit he scores on Stinger will deliver Fire damage. However, Stinger has had the foresight to be wearing Armor which has had a Fire Ward placed upon it. The Ward is rated at 45 percent, so all Fire Damage inflicted on Stinger is reduced by 45 percent. Looks like the Knight's in trouble.

As this example makes clear, equipping the right kind of enchanted Armor can make it much easier to defeat certain monsters.

By referring to the descriptions for each area, you'll be able to see what kind of monsters will be found there, and then decide what kind of armor to wear.

Name	Found At	HP	MP
Arkose Thug	Brokul Pass	492	500
These guys are tougher than they look, but if you can cope with the other denizens of the Pass, they shouldn't cause you any trouble.			
Arkose Thug	Dobietown	502	510
Identical to the Bandit in all but appearance. The same advice applies—no need to be clever, just careful.			
Arkose Thug	Arkose 2	100	180
A lowly brigand that shouldn't trouble you at all.			
Arkose Thug	Arkose 5	325	340
A tougher version.			
Bandit	Arkose 7	325	340
Basic dealer in robbery-with-violence. Play it safe and you'll be fine.			
Bandit	Dobietown	502	510
Another straightforward fight, but tougher than many that you'll have encountered so far. Use the trusty Twitch Attack, and keep some healing spells or items ready, just in case.			
Bandit	Arkose 11	418	430
Bigger and tougher than ever before, but no spells to worry about.			
Banshee	Keerg's Camp	585	590
Be careful of the Banshee's spells, and avoid using magic attacks if you can, thanks to its Omegaward. **Spells:** TwinBlastLo, LeechSoul. **Wards:** Omegaward 50%. **Enchantments:** Spiritstrike			
Barleybeast	Barleygrove	110	190
This bizarre monster's Bioblast spell only does 30 points of damage, but they have twice as many hit points as most creatures you'll have encountered so far. **Spells:** Bioblast **Wards:** Fire -50%, Ice -50%, Earth 100% **Resistances:** Earthstrike			
Barleybeast	Arkose 10	325	340
Stronger version. Don't waste Earth spells on it—roast or freeze it instead. **Spells:** Bioblast **Wards:** Fire -50%, Ice -50%, Earth 100% **Enchantments:** Earthstrike			
Baronbug	Gubrath Bog	492	500
Watch out for the Blindblast spell—it's hard to hit things when you can't see what you're doing. **Spells:** Fleshshock, Blindblast, Painloss			
Baronbug	Metabolas Island, Castle Metaboline	512	520
Stronger, but still no wards or resistances to worry about, but try to kill it before it can get too many spells off to keep things simple. **Spells:** Fleshshock, Blindblast, Painloss			
Battle Sailor	Treeside, Ship	502	510
Captain Varley's scurvy crew, and identical to the Sailors in Treeside. Solid, midlevel monsters with no clever tricks up their sleeves (or anywhere else).			
Beggar	Barleygrove	100	180
These poor wretches have been driven mad by the evil power at work in the land. Mercifully putting them out of their misery is a simple task, though.			
Bloodmite	Arkose 14	428	440
Look nasty, but pose hardly any threat by now.			
Bloodmite	Wyldern 1	408	420
A slightly weaker version.			
Bloogul	Arkose 6	325	340
This nasty bit of work can be an unpleasant surprise if you're not prepared. Don't use attack magic against it; instead, concentrate on healing and defensive spells. **Spells:** LoBlast, Sleep Ray, Fleshmend **Wards:** Omegaward 50% **Enchantments:** Chaostrike			
Bonehead	South Cartoff Island	668	670
Lacking spells or special abilities, but has the same stats as our old friend Red Tom. Nobody said saving the world was going to be easy, did they?			
Bulrazor	Port Lochane, Arkose 1	45	110
These massive, boarlike creatures look tough but are actually fairly weak. Use them to practice your Twitch Attacks.			

Name	Found At	HP	MP
Bulrazor	**Enclaan**	**55**	**120**
The Bulrazors in Enclaan are slightly tougher than the ones you've encountered before–but only slightly.			
Bulrazor2	**Arkose 4**	**242**	**260**
Raised on a diet of raw meat and steroids, these Bulrazors can soak up a fair amount of punishment, so be careful.			
Buzzbee	**Arkose 7**	**335**	**350**
More sword fodder for your characters. **Enchantments:** Firestrike			
Buzzbee	**Arkose 14**	**408**	**420**
Swat them with whatever comes to hand. **Enchantments:** Firestrike			
Buzzbee	**Arkose 15, 16**	**492**	**500**
The biggest Buzzbees so far. **Enchantments:** Firestrike			
Chaosling Alpha	**Xero Village, Gubrath Woods, Arkose 6, 10**	**335**	**350**
You'll be killing a lot of Chaoslings on your quest, so get used to them... **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike			
Chaosling Alpha	**Arkose 12**	**418**	**430**
A bit stronger than the others. **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike			
Chaosling Beta	**Xero Village, Gubrath Woods**	**335**	**350**
Wards: Spirit -50%, Psi 50% **Enchantments:** Chaostrike			
Chaosling Beta	**Arkose 11, 12**	**408**	**420**
And more Chaoslings–they really are quite prolific. **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike			
Chaosling Omega	**Xero Village, Gubrath Woods**	**335**	**350**
Wards: Spirit -50%, Psi 50% **Enchantments:** Chaostrike			
Chaosling Omega	**Arkose 12**	**428**	**440**
Wards: Spirit -50%, Psi 50% **Enchantments:** Chaostrike			
Chigger	**Hexite Mine**	**418**	**430**
The only real danger from the Chigger is its Poison spell. **Spells:** Poison			
Cultist	**Xero Village**	**345**	**360**
Poorly armed and equipped, these religious zealots pose little threat. **Enchantments:** Chaostrike			
Damon Hokum	**Tyr Og Nor**	**998**	**990**
Spells: Sky's Fury Hi, TriBlast Hi, Regeneration, Dargmight (Call) **Wards:** Omegaward 50% **Resistances:** Weakness, Wasted, Pathetic, Blindness, Paralysis, Sleep and Spellbind 50% **Enchantments:** Spiritstrike			
Darg Banori	**Keerg's Camp**	**585**	**590**
Identical to the Darg Orgs found at the Camp.			
Darg Banori	**Big Mesa**	**668**	**670**
In game terms, identical to the Darg Orgs running around the Mesa. Yes, another monster with nearly 700 HP to slash and burn away...			
Darg Banori	**Nagruk's Camp**	**658**	**660**
A staple of the General's army.			

Name	Found At	HP	MP
Darg Banori	**Cyl Og Sul**	**658**	**660**
The weakest monster in Cyl Og Sul–which is to say it's still pretty nasty.			
Darg Banori	**Tyr Og Nor**	**678**	**680**
Nothing special to watch out for here.			
Darg Banori	**Wyldern 5, 6**	**502**	**510**
Get used to these guys; there are a lot of them running around...			
Dargling Archer	**Council Building, Nagruk's Camp**	**678**	**680**
A super-Darg Org with a bow. Oh what fun. Take advantage of its lack of Wards to let your spellcasters show off.			
Dargling Archer	**Wyldern 1, 2, 3**	**418**	**430**
Weaker, wandering archer.			
Dargling Archer	**Wyldern 8**	**658**	**660**
As above. You've met these guys before–they just weren't quite so tough.			
Darg Org	**Pays'hom, Hexite Mine**	**418**	**430**
You'll be meeting a lot of these subterranean monsters from now on, so get used to them.			
Darg Org	**Tanglewood, Michi Village, Army Garrison**	**502**	**510**
Yes, the trusty Org makes yet another appearance, although this time in a slightly tougher guise.			
Darg Org	**Keerg's Camp**	**585**	**590**
The strongest Org so far, but thankfully still a straightforward opponent with no spells or special abilities.			
Darg Org	**Big Mesa**	**668**	**670**
What's this? Darg Orgs running around with the same stats as Red Tom? Oh, for those days of Bulrazors and Skeletons...			
Darg Org	**Council Building, Nagruk's Camp, Cyl Og Sul, Tyr Og Nor**	**678**	**680**
The attack of the super-Darg Orgs continues. These fine specimens are even bigger and badder than those on the Mesa...			
Darg Org	**Wyldern 1, 2, 3**	**418**	**430**
Wandering Org, little more than nuisance value.			
Darg Scientist	**Hexite Mine**	**502**	**510**
Not too tough, but can be annoying if it starts throwing spells around. Kill it quickly to avoid the hassle. **Spells:** Fleshburst, TwinBlastLo, Sleepgas **Enchantments:** Chaostrike			
Darg Scientist	**Tyr Og Nor**	**742**	**740**
Spells: Fleshburst, TwinBlast Lo, Sleepgas **Enchantments:** Chaostrike			
Deathbot	**Cyl Og Sul, Tyr Og Nor**	**752**	**750**
A very dangerous opponent, but luckily all your favorite spells will work against it. **Spells:** Electrocution, Weakmist, Regeneration			
Deathbot	**Wyldern 8**	**668**	**670**
Weaker than the others. **Spells:** Electrocution, Weakmist, Regeneration			
Dethknoller	**Karillon**	**668**	**670**
Luckily you won't encounter this vicious monster on your first visit to Karillon, but even by the time you return, it can pose a serious threat.			

Name	Found At	HP	MP

It has a lot of HPs, takes reduced damage from many types of magic, and its TriBlastLo spell will do 90 points of damage to each of your characters. As if that isn't bad enough, the Fleshmend spell lets it heal itself. **Spells:** TriBlastLo, Fleshmend **Wards:** Earth 50%, Fire 75%, Ice 75%, Spirit 50% **Resistances:** Sleep 75% **Enchantments:** Chaostrike

Devor — Keerg's Camp — 752 — 750
Not quite as nightmarish as the Eyegore, but still a very tough fight. You can at least use some attacking spells, as long as you avoid Psi effects and only resort to Fire and Ice magic if there's no other option. Again, healing and protection are better uses for your precious MPs. **Spells:** Void's Touch, Paralysis, War Blessing **Wards:** Fire 50%, Ice 50%, Psi 100% **Enchantments:** Chaostrike

Dropjaw — Hexite Mine — 492 — 500
Avoid using Earth magic, and the Dropjaw should give you little trouble. **Wards:** Earth 100% **Enchantments:** Earthstrike

Duckybit — Arkose 5, 7 — 262 — 280
Your basic wandering monster—stupid, ugly, and easy meat for your heroes' swords.

Durx — Karillon — 110 — 190
This monster poses little threat.

Dyskord — Arkose 8 — 325 — 340
The LoBlast spell is annoying, but shouldn't be too dangerous. **Spells:** LoBlast

EarthStalker — Uhndrashi Plateaus — 585 — 590
A tough monster, but not indestructible by any means. Its spells are the real danger—one does 90 points of damage to all your characters, and the other heals it by 150 HP, so try to kill it quickly. **Spells:** World's Fist Lo, Fleshmend **Wards:** Fire 50%, Ice 50%, Earth 100% **Resistances:** Stone 100% **Enchantments:** Earthstrike

EarthStalker — Banori Caverns — 668 — 670
Even tougher version, and still no weaknesses to exploit. Don't bother with Earth spells, and try to avoid Fire and Ice spells, too. **Spells:** World's Fist Lo, Fleshmend **Wards:** Fire 50%, Ice 50%, Earth 100% **Resistances:** Stone 100% **Enchantments:** Earthstrike

Eternal Guard — Ziggurat — 418 — 430
Hone your Twitch Attacks on this medium-strength monster. **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike

Eyegore — Keerg's Camp — 762 — 760
An extremely powerful opponent, the Eyegore can be very difficult to beat. Don't even think about using spells—it's immune to pretty much everything—but watch out for its own magical attacks. Lots of protective magic and healing are needed against this creature, so be prepared. **Spells:** Sky's Fury, Slowblast, Sleep **Wards:** Omegaward 100% **Resistances:** Sleep 100%, Poison 100%, Confusion 100%, Paralysis 100%, Pathetic 100%, Slow 100%, Spellbind 100%, Stone 100%, Wasted 100%, Weakness 100% **Enchantments:** Chaostrike

Femme Fatale — Tyr Og Nor — 752 — 750
They can be just that if they start throwing their spells around. Luckily, their Omegaward is fairly weak, so try a few spells if you're having trouble. **Spells:** TwinBlastLo, Fleshmend, Darg Power **Wards:** Omegaward 25% **Enchantments:** Chaostrike

Femme Fatale — Wyldern 6 — 502 — 510
One of the nastier forms of random monster.
Spells: TwinBlastLo, Fleshmend, Darg Power **Wards:** Omegaward 25% **Enchantments:** Chaostrike

Name	Found At	HP	MP

Firehead — FireStalker's Lair — 502 — 510
Identical stats to a Fireworm, but with more powerful spells. Ice magic is... well, you get the idea. **Spells:** Fleshroast, Smog **Wards:** Fire 100%, Ice -100% **Enchantments:** Firestrike

FireStalker — FireStalker's Lair — 668 — 670
As tough as Red Tom, and with the nasty Hell's Kiss spell (120 points of damage to each character) to boot. Try to use its weakness to Ice magic, and keep those healing spells and items handy. **Spells:** Hell's Kiss, Fleshroast, Fleshburst **Wards:** Fire 100%, Ice -50% **Enchantments:** Firestrike

Fireworm — Metabolas Island, FireStalker's Lair — 502 — 510
Try to take advantage of its weakness to Ice spells and special attacks if you can. **Spells:** Scaldblast **Wards:** Fire 100%, Ice -100% **Enchantments:** Firestrike

Flailskin — Arkose 7 — 335 — 350
The Weakness Ray can be a pain. Make the most of the Flailskin's vulnerability to Spirit magic, if you can. **Spells:** Weakness Ray **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike

Flailskin — Wyldern 5 — 502 — 510
Stronger version, and still has the annoying Weakness Ray. **Spells:** Weakness Ray **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike

Flameguard — Ziggurat — 418 — 430
In game terms, Flameguards are identical to Eternal Guards, and should give you about as much trouble. **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike

Flameworm — Ziggurat — 408 — 420
Although physically fairly tough, the Flameworm's measly Scaldblast spell is hardly worth worrying about. **Spells:** Scaldblast **Wards:** Fire 100%, Ice -100% **Enchantments:** Firestrike

Fledermaus — Gamathel's Tower — 418 — 430
Take this monster out the old-fashioned way: by sword and scythe. It only takes half damage from all spells and has over 400 HPs to carve away. **Spells:** Fleshcrush **Wards:** Omegaward 50% **Enchantments:** Earthstrike

Frostworm — Brokul Pass — 492 — 500
One of the weaker monsters in this area, they are extremely vulnerable to Fire attacks. Don't underestimate them, though. **Spells:** Chillblast **Wards:** Ice 100%, Fire -100% **Enchantments:** Icestrike

Gargoyle — Arkose 6 — 345 — 360
Another monster with an Omegaward, so concentrate on attacking it with weapons rather than spells. **Spells:** Fleshcrush **Wards:** Omegaward 50% **Enchantments:** Earthstrike

General Nagruk — Nagruk's Camp — 918 — 910
The most powerful of all the Generals, Nagruk is almost as hard to beat as Vrita. Luckily, he's vulnerable to Fire and Ice magic, and has weaker spells. Still, be very careful and be sure to have plenty of healing items on hand. **Spells:** Shellshock, Weakmist, Poisongas **Wards:** Earth 100%, Fire and Ice -50% **Resistances:** Stone 100%, Poison 100% **Enchantments:** Psistrike

General Pogras — Army Garrison — 668 — 670
He's got a trio of attack spells and an Omegaward. Be sure to keep your HPs topped up with spells and items and he'll be easy to beat. **Spells:** Void's Touch Lo, Bioblast, Big Bang **Wards:** Omegaward 50% **Enchantments:** Chaostrike

Name	Found At	HP	MP
General Venal	**Banori Caverns**	**762**	**760**
One of the toughest monsters so far. Don't underestimate him. Watch out for the 120 damage dealt to all your characters by the Shellshock spell, and don't forget that his Omegaward reduces all spell damage sustained by him by half. Save your MPs for healing, and take the General down with close-combat attacks. Good luck. **Spells:** Shellshock, Poisongas **Wards:** Omegaward 50% **Enchantments:** Spiritstrike			
Ghoulbird	**South Cartoff Island**	**658**	**660**
Yet another big, nasty monster—and this is a weakling compared to the others on the Island! **Spells:** Nastypoof, Painloss **Wards:** Spirit -50%, Psi 50%			
Ghoulbird	**Arkose 17, 18**	**502**	**510**
Monsters with healing spells can be tricky, so try to put these down as quickly as possible. **Spells:** Nastypoof, Painloss **Wards:** Spirit -50%, Psi 50%			
Ghoulbird	**Wyldern 5**	**492**	**500**
Slightly weaker version. **Spells:** Nastypoof, Painloss **Wards:** Spirit -50%, Psi 50%			
Ghoul Warrior	**Bene-Brokul**	**512**	**520**
The nastiest creature in Bene-Brokul. Hit 'em hard and fast. **Wards:** Spirit -50%, Psi 50%			
Giant Rat1	**Arkose 2**	**110**	**190**
Tougher than they look, but far from dangerous.			
Giant Rat2	**Arkose 3**	**120**	**200**
Bigger and meaner than the first ones you meet.			
Gimpy	**Karillon**	**120**	**200**
Guillaume's right-hand man, but not nearly as dangerous. Deal with him second.			
Gogarin Archer	**Gogarin Keep**	**262**	**280**
Lacks the spells of the Knight, but can attack from a distance. A Fire Ward on your character's armor will even the odds. **Wards:** Fire 50%, Ice -50% **Enchantments:** Firestrike			
Gogarin Knight	**Gogarin Keep**	**262**	**280**
A bit stronger than Guillaume, and able to heal with the Painloss spell. Consider having Fire Wards enchanted onto your armor before heading to Gogarin Keep. **Spells:** Scaldblast, Painloss **Wards:** Fire 50%, Ice -50% **Enchantments:** Firestrike			
Grand Khytynni	**Ziggurat**	**585**	**590**
If the earlier monsters have worn you down, the Grand Khytynni can be a nasty opponent. Both attack spells do 90 points of damage to all your characters, so watch out. **Spells:** Shellshock Lo, Regeneration, Death's Fog Lo **Wards:** Fire, Ice, and Earth 50% **Resistances:** Sleep 100%, Paralysis 100%, Poison 100% **Enchantments:** Chaostrike			
Grimsmeer	**Gogarin Keep**	**492**	**500**
This demonic monster is an underling of the evil mastermind behind the ills afflicting the land, and has nearly 500 hit points to boot. Watch out for its Sleepgas spell, and see the 'Defeating Grimsmeer' box on page 42 for hints on how best to fight it. **Spells:** Foulcloud, Sleepgas **Wards:** Fire 50%, Ice -50% Resistances: Sleep 75% **Enchantments:** Firestrike			
Grimsmeer	**Tyr Og Nor**	**918**	**910**
Nearly twice as tough as before. **Spells:** Foulcloud, Sleepgas **Wards:** Fire 50%, Ice -50% **Resistances:** Sleep 75% **Enchantments:** Firestrike			

Name	Found At	HP	MP
Grubbie	**Arkose 5**	**262**	**280**
Another basic monster with nothing to distinguish it from the hordes of others.			
Guillaume	**Karillon**	**242**	**260**
The leader of the bunch of thugs who challenges you to a duel in Karillon's slums, Guillaume is also the toughest of the bunch. Concentrate your attacks on him first, then mop up the rest.			
Hammerhead	**Arkose 6, 9**	**325**	**340**
The HiBlast spell can do some serious damage, so watch out. Don't bother with Earth magic. **Spells:** HiBlast **Wards:** Earth 50% **Enchantments:** Earthstrike			
Hammerjack	**New Gubrath, Gubrath Bog**	**512**	**520**
Earth magic, if you have any to cast, is the way to go with the Hammerjack. Otherwise, prepare yourself for a stand-up fight. **Wards:** Fire 100%, Ice 100%, Earth -100% **Enchantments:** Firestrike			
Hanson	**Karillon**	**110**	**190**
A simple thug, he should go down with only one or two hits.			
Hexite Golem	**Council Building, Nagruk's Camp**	**752**	**750**
Lacking any magical abilities, the Hexite Golem still has over 750 hit points for you to deal with, and dishes out some serious damage of its own. By this stage, though, your characters should find this opponent a pleasant break.			
Hokum's Maiden	**Council Building, Nagruk's Camp**	**752**	**750**
Effectively a Hexite Golem with some spells and a weak Omegaward. Not an easy fight, and beware of letting your characters get worn down—there are plenty more monsters to come. **Spells:** TwinBlastLo, Fleshmend, Darg Power **Wards:** Omegaward 25% **Enchantments:** Chaostrike			
Hydratort	**South Cartoff Island**	**678**	**680**
Some powerful Wards and a few choice spells make the Hydratort a tricky customer. **Spells:** Conflagration, Electrocution, Frostblow **Wards:** Fire 75%, Ice 75%, Earth 75% **Enchantments:** Earthstrike			
Hydratort	**Wyldern 6**	**512**	**520**
A weaker version of the one found on South Cartoff island. **Spells:** Conflagration, Electrocution, Frostblow **Wards:** Fire 75%, Ice 75%, Earth 75% **Enchantments:** Earthstrike			
Ice Reaver	**Brokul Pass**	**502**	**510**
About as tough as a Snowbeast, but without the special abilities (or weaknesses). Be careful, and keep an eye on your characters' HPs.			
Ice Skeleton	**Brokul Pass**	**512**	**520**
Physically the toughest monster in the Pass, the Ice Skeleton is invulnerable to Fire attacks. It has a weakness for Spirit magic. **Wards:** Spirit -50%, Psi 50%			
Iceworm	**Gogarin Keep**	**242**	**260**
The only monster in Gogarin Keep that isn't vulnerable to Ice magic and Fire Wards. Luckily, its Chillblast spell is rather weak, doing a mere 30 points of damage. **Spells:** Chillblast **Wards:** Ice 100%, Fire -100% **Enchantments:** Icestrike			
Ihnowter	**FireStalker's Lair, Castle Metaboline**	**492**	**500**
Weak, but watch out for the spells... **Spells:** HiBlast, Boggle Ray			

Name	Found At	HP	MP
Impaler	Arkose 8, 10	335	350
Not much to worry about, but be ready for the Fleshshock spell. Impale them on the point of your sword... **Spells:** Fleshshock			
Jackhammer	Gubrath Woods	345	360
The most powerful type of monster you'll come across in the Woods. Don't bother using Earth spells, which will cause only half damage, and be careful if it starts flinging HiBlast spells left and right—at 60 points of damage a time, it can quickly add up. **Spells:** HiBlast **Wards:** Earth 50% **Enchantments:** Earthstrike			
Khytynni Warrior	Ziggurat	428	440
A bit stronger than the other types of Guards, but not much. **Wards:** Fire 25%, Ice 25%, Psi -50%			
Khytynni Wizard	Ziggurat	428	440
These wizards have two attack and one healing spell to choose from. They are physically tougher than the Guard monsters. Deal with them close and personal; its Omegaward reduces damage from all spells by half. **Spells:** Fleshburst, HiBlast, Painloss **Wards:** Omegaward 50% **Enchantments:** Chaostrike			
Killer Kaktus	Uhndrashi Plateaus, Arkose 11	418	430
Takes double damage from both Fire and Ice spells, so choose your favorite and blast away. **Wards:** Fire -100%, Ice -100%, Earth 100%, Psi 100% **Enchantments:** Earthstrike			
Killer Kaktus	Arkose 13	418	430
Identical to those you met earlier, and just as vulnerable to Fire and Ice spells. **Wards:** Fire -100%, Ice -100%, Earth 100%, Psi 100% **Enchantments:** Earthstrike			
Killer Mime	Karillon	242	260
These street entertainers have also been afflicted by the evil power falling across the land. They can be found in Karillon's park. Each is as strong as Guillaume. The Mimes tend to attack in groups of three, so be careful. **Spells:** Smallblast			
Lilstoner	Arkose 4	110	190
Physically weak. Although it possesses an Omegaward, it only reduces the damage from spells by a quarter. **Spells:** Stoneblast **Wards:** Omegaward 25% **Enchantments:** Earthstrike			
Little Feller	New Gubrath, Gubrath Bog	492	500
It's all relative—the Little Feller is indeed the weakest monster here, but with nearly 500 HPs, that doesn't mean it can't soak up the damage.			
Loper	Anglerville, Arkose 8	325	340
These lanky monsters wander the streets of Anglerville in pairs. They shouldn't be much of a problem.			
Loper1	Arkose 1	45	110
A much weaker version of the monsters plaguing Anglerville.			
Loper2	Arkose 3	110	190
A slightly stronger breed of Loper, but still rather wimpy.			
Loper3	Arkose 4	242	260
These guys really do get everywhere—and they keep getting stronger. Still not quite as tough as the ones prowling Anglerville, though.			
Macefist	Uhndrashi Plateaus, Hexite Mine	418	430
A little tougher than the Whipmaster. Hack 'em to bits with your favorite weapons.			
Macefist	Gubrath Bog	502	510
Don't be fooled—these monsters are tougher than the ones of the same name you have fought already. They still have no special abilities to worry about, though.			
Macefist	Big Mesa	752	750
Darg Orgs aren't the only monsters gaining in power. These Macefists are even tougher. Thankfully, they still lack spells or special abilities, but they can be tough.			
Macefist	Wyldern 1	428	440
A stronger version.			
Macefist	Wyldern 8	658	660
Yet still stronger. And uglier.			
Mannheim	Tyr Og Nor	998	990
Spells: Sky's Fury Hi, Death's Fog Hi, Regeneration, Winged Death (Call), Sphere of Mortis (Call) **Wards:** Omegaward 50% **Resistances:** Weakness, Wasted, Pathetic, Blindness, Paralysis, Sleep and Spellbind 50% **Enchantments:** Psistrike			
Mannheim's Head	Tyr Og Nor	998	990
Spells: Sky's Fury Hi, Death's Fog Hi, Regeneration **Wards:** Omegaward 50% **Resistances:** Weakness, Wasted, Pathetic, Blindness, Paralysis, Sleep and Spellbind 50% **Enchantments:** Psistrike			
Minelord	Hexite Mine	595	600
A couple of nasty spells wrapped up in a big tough package. Don't waste MPs on Fire or Earth spells—save them for healing. **Spells:** Death's Fog Lo, World's Fist Lo **Wards:** Fire 100%, Earth 100% **Resistances:** Sleep 100%, Poison 100%, Stone 100% **Enchantments:** Earthstrike			
Modulus	Gogarin Keep	325	340
Slightly more hit points than the Knights and Archers, but lacks their spells and special abilities.			
Modulus	Arkose 6	335	350
Only a smidgen stronger. A small smidgen.			
Moonguard	Ziggurat	418	430
Yes, you guessed it—identical to both Flameguards and Eternal Guards. Avoid Psi spells and you'll be fine. **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike			

Mummified Warrior

Macefist

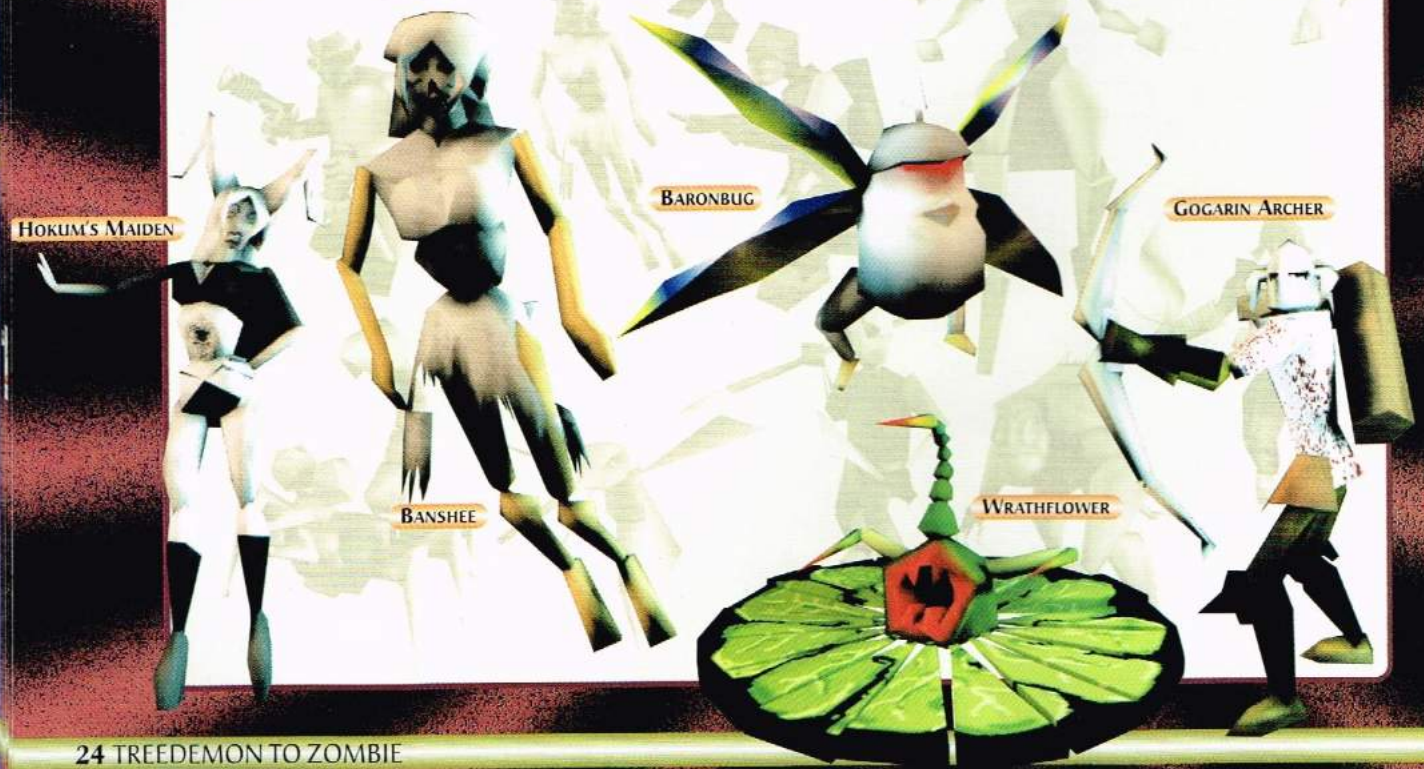
Name	Found At	HP	MP
Mudman	Gubrath Bog, Wyldern 5	512	520
As powerful as a Hammerjack, but with an immunity to Earth magic. **Wards:** Earth 100%, Psi 50% **Enchantments:** Earthstrike			
Mummified Warrior	Gamathel's Tower	345	360
Spirit magic works well, if you have any to cast, but contrary to what you might expect, Fire magic has no special effect on the Mummified Warrior. Perhaps its bandages are flame retardant? **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike			
Mummified Warrior	FireStalker's Lair	575	580
They're big and tough, but have no spells to worry about. **Wards:** Spirit -50%, Psi 50% **Enchantments:** Chaostrike			
Needlespitter	FireStalker's Lair, Castle Metaboline	492	500
Similar to the Ihnowter, but with a different pair of spells to make life difficult. **Spells:** Fleshrend, Paralysis			
Needlespitter	Arkose 15, 16, 17, 18	502	510
Its Paralysis spell can be a real killer, so watch out. **Spells:** Fleshrend, Paralysis			
Overseer	Tyr Og Nor	742	740
This brute has no finesse.			
Pachawing	Mountain Path	45	110
Only dangerous in large groups, when their LoBlast spells can do a lot of damage. **Spells:** LoBlast			
Pachawing1	Arkose 5	110	190
The LoBlast spell is its only good attack, and it's not exactly deadly... **Spells:** LoBlast			
Pachawing	Arkose 4	242	260
With more hit points than previous versions, these Pachawings often survive long enough to get off a spell or two, so kill them as quickly as you can. **Spells:** LoBlast			
Pachawing3	Arkose 9	335	350
Compared to the earlier versions, these ones are much tougher, but your characters will have gained more than enough experience by now to make short work of them. **Spells:** LoBlast			
Pachawing4	Arkose 15, 16	502	510
Into the realm of 500+ Hit Point monsters. Be patient, though, and you should be fine. **Spells:** LoBlast			
Physical Darg	Tyr Og Nor	999	999
The physical form of your ultimate foe. **Wards:** Fire 50%, Ice 50% **Resistances:** Weakness, Wasted, Pathetic, Blindness, Paralysis, and Sleep 50%			
PorterKatt	Gamathel's Tower	335	350
Use their weakness against Ice spells and these critters will drop like flies. **Wards:** Fire 25%, Ice -50%			
Pucker	Wyldern 2	408	420
Both the Pucker and Trikiller (see Trikiller entry) can make life difficult with their spells, so try to kill them quickly. **Spells:** HiBlast, Boggle Ray			

Name	Found At	HP	MP
Rasgar	Ziggurat	492	500
If Rasgar starts firing off Slow and Blind spells, you may find yourself in trouble, so be prepared. **Spells:** Slow, Blind			
Rasgar	Metabolas Island	512	520
As you'll have noticed by now, Slow and Blind spells should not be underestimated, so be careful. **Spells:** Slow, Blind			
Rasgar	Arkose 13	428	440
The weakest version of this creature. **Spells:** Slow, Blind			
Red Tom	Red Tom's Cave	678	680
Red Tom can be killed at Level 1 or 2, but it's tough. For more information about fighting him, see the 'Defeating Red Tom' box on page 30. **Spells:** Sky's Fury, Burial Strike **Wards:** Omegaward 50% **Enchantments:** Chaostrike			
Robospyde	New Gubrath, Gubrath Bog	502	510
Again, Earth spells or enchanted weapons will make short work of this beastie. **Spells:** Poison **Wards:** Fire 100%, Ice 100%, Earth -100% **Enchantments:** Icestrike			
Rockling	Rockra's Lair	110	190
No tougher than the Barleybeasts of Barleygrove, Rocklings are partially immune to Earth spells and can distract you from Rockra itself. Deal with them quickly at the start of the fight. **Wards:** Earth 50% **Enchantments:** Earthstrike			
Rockra	Rockra's Lair	325	340
With 325 hit points, Rockra can soak up a lot of damage. Its Wards and Resistances make it immune to Earth and Sleep spells, and reduce damage from Fire, Ice, and Spirit attacks by half. See the 'Defeating Rockra' box on page 33 for more details of how to beat it. **Wards:** Earth 100%, Fire 50%, Ice 50%, Spirit 50% **Resistances:** Sleep 100% **Enchantments:** Earthstrike			
Rumblebug	Metabolas Island, Castle Metaboline	502	510
Not quite as powerful as the Baronbug, and with much weaker spells. **Spells:** VoltBlast, Smallblast **Wards:** Earth 50% **Enchantments:** Earthstrike			
Rumblebug	Arkose 5	335	350
Don't waste time with Earth spells, and watch out for the odd magic attack. **Spells:** Voltblast, Smallblast **Wards:** Earth 50% **Enchantments:** Earthstrike			
Rumblebug	Arkose 11	428	440
This one is stronger. Its spells are fairly weak, so avoid using Earth magic and you should be fine. **Spells:** Voltblast, Smallblast **Wards:** Earth 50% **Enchantments:** Earthstrike			
Rutabega X	Gubrath Woods, Gamathel's Tower)	325	340
Physically the weakest monster in the Woods, but its Poisongas spell can be a pain. Only takes half damage from Earth magic. **Spells:** Poisongas **Wards:** Earth 50% **Enchantments:** Earthstrike			
Rutabega1	Arkose 1	45	110
The weakest form of Rutabega in the game, but watch out for its Poisongas spell and resistance to Earth magic. **Spells:** Poisongas **Wards:** Earth 50% **Enchantments:** Earthstrike			

Name	Found At	HP	MP
Rutabega2	**Arkose 2**	**100**	**180**
A slightly more dangerous version of the basic Rutabega. **Spells:** Poisongas **Wards:** Earth 50% **Enchantments:** Earthstrike			
Rutabega	**Arkose 8, 9**	**325**	**340**
They keep on getting nastier, but they don't get any more spells. **Spells:** Poisongas **Wards:** Earth 50% **Enchantments:** Earthstrike			
Rutabega	**Wyldern 3**	**408**	**420**
These Rutabegas are tougher than most that you fought on the surface, but they should be little trouble by now. **Spells:** Poisongas **Wards:** Earth 50% **Enchantments:** Earthstrike			
Sand Lizard	**Uhndrashi Plateaus, Ziggurat, Arkose 13, 14**	**418**	**430**
The Poison and Paralysis spells of the Sand Lizard, combined with its immunity to Earth and Fire magic, can make it a tricky foe if you're not prepared. Don't give it time to cast any spells. **Spells:** Poison, Paralysis **Wards:** Earth 100%, Fire 100%, Ice -100% **Enchantments:** Earthstrike			
SandSkeleton	**Ziggurat**	**428**	**440**
This is one of the tougher types of Skeleton, but by now you should be an old hand at sending these things back to their graves. **Wards:** Spirit -50%, Psi 50%			
Shaman	**Xero Village**	**408**	**420**
Although their Omegaward reduces damage from all spells, it only cuts it by one-quarter, instead of the usual half. Be careful of the Painloss spell, though, which allows them to heal 90 HP at a single stroke. **Spells:** LoBlast, Painloss **Wards:** Omegaward 25% **Enchantments:** Chaostrike			
Shockworm	**Mountain Pass**	**45**	**110**
This is the first monster you encounter with a magical attack, but luckily its Voltblast spell only does 30 points of damage. **Spells:** Voltblast **Enchantments:** Earthstrike			
Shockworm	**Arkose 3**	**100**	**180**
A stronger version. The Voltblast spell can be a nasty surprise, but it's not too damaging. **Spells:** VoltBlast **Enchantments:** Earthstrike			
Skeleton	**Mountain Pass**	**45**	**110**
Like most undead creatures in *Shadow Madness*, Skeletons are vulnerable to Spirit magic, but resistant to Psionic spells. **Wards:** Spirit -50%, Psi 50%			
Skeleton	**Barleygrove, Arkose 2**	**110**	**190**
Much tougher than their weaker brethren on the Mountain Path, but so are your characters by now. **Wards:** Spirit -50%, Psi 50%			
Skeleton	**Bene-Brokul**	**418**	**430**
These should be easy prey for your heroes by now, but they can soak up more than 400 points of damage before collapsing in a heap, so use those Twitch Attacks to finish them off quickly. **Wards:** Spirit -50%, Psi 50%			
Skittervore	**Hexite Mine**	**428**	**440**
Take advantage of its weakness to Fire magic if you get the chance. **Spells:** Frostblow, Fleshmend **Wards:** Fire -50%, Ice 100% **Enchantments:** Icestrike			
Skittervore	**Big Mesa**	**752**	**750**
As powerful as the pumped-up Macefists, and with a couple of spells added. Luckily, they are weak against Fire magic, so burn, baby, burn! **Spells:** Frostblow, Fleshmend **Wards:** Fire -50%, Ice 100% **Enchantments:** Icestrike			

Name	Found At	HP	MP
Skittervore	**Nagruk's Camp**	**658**	**660**
Spells: Frostblow, Fleshmend **Wards:** Fire -50%, Ice 100% **Enchantments:** Icestrike			
Skittervore	**Wyldern 3**	**428**	**440**
Kill these quick to prevent them from dragging out the fight with their healing spells. **Spells:** Frostblow, Fleshmend **Wards:** Fire -50%, Ice 100% **Enchantments:** Icestrike			
Skittervore	**Wyldern 6**	**502**	**510**
Fire magic is the key to a quick resolution of fights with these pesky beasts. **Spells:** Frostblow, Fleshmend **Wards:** Fire -50%, Ice 100% **Enchantments:** Icestrike			
Slaver	**Deep Sea Forest Bottom**	**512**	**520**
A little tougher than the Battle Sailors and Darg Orgs. Beware of the Paralysis Ray spell, as it can quickly turn the tide of a battle. **Spells:** Paralysis Ray **Wards:** Spiritward 100% **Enchantments:** Spiritstrike			
Slaver	**Tyr Og Nor**	**668**	**670**
Spells: Paralysis Ray **Wards:** Spiritward 100% **Enchantments:** Spiritstrike			
Snowbeast	**Brokul Pass**	**502**	**510**
You'd be wise to avoid Brokul Pass and Bene-Brokul until you've explored Gamathel's Tower and returned to the Magic Academy. Both areas are loaded with nasty monsters like this. They are completely immune to Ice spells, but are very vulnerable to fire magic. Watch out for the Frigid Mist spell that can slow your characters down. **Spells:** Fleshfreeze, Frigid Mist **Wards:** Fire -100%, Ice 100% **Enchantments:** Icestrike			
Spiritual Darg	**Tyr Og Nor**	**999**	**999**
Spells: Dargfrost, Dargflame, Darg's Touch, Darg's Breath, Darg's Mind, Dargsphere, Rejuvenation **Wards:** Omegaward 75% **Resistances:** Weakness, Wasted, Pathetic, Blindness, Paralysis, and Sleep 50%; Spellbind 100% **Enchantments:** Spiritstrike			
Stanley & Murphy	**New Gubrath**	**762**	**760**
Definitely not to be underestimated—Xxxaap! does 100 points of damage to all your characters and may Slow them, while Zzzaap! Takes 100 HPs from its target and transfers them to Stanley & Murphy! With an Omegaward to soak up half the damage from all spells and 762 HPs to wear away, this can be a nasty fight. **Spells:** Xxxaap!, Zzzaap! **Wards:** Omegaward 50%			
Tombworm	**Ziggurat**	**418**	**430**
A subzero version of the Flameworm, and just as wimpy if you avoid using Ice magic. **Spells:** Chillblast **Wards:** Ice 100%, Fire -100% **Enchantments:** Icestrike			
Traahg	**Hexite Mine**	**428**	**440**
Identical stats to a Skittervore, but completely immune to Earth spells. **Wards:** Earth 100% **Enchantments:** Earthstrike			
Traahg	**Wyldern 7, 9**	**585**	**590**
Big and tough. Avoid Earth magic and there's little to worry about. **Wards:** Earth 100% **Enchantments:** Earthstrike			
Treedemon	**Wyldern 4**	**512**	**520**
A triplet of nasty spells make this monster worthy of an appearance in the movie Evil Dead II. Take advantage of its weakness against Fire and Ice spells. **Spells:** Burial Strike, Stonebreath, Regeneration **Wards:** Earth 100%, Fire -50%, Ice -50% **Enchantments:** Earthstrike			

Name	Found At	HP	MP
Treedemon	**Wyldern 7, 9**	**585**	**590**
These are tougher. As before, Fire and Ice spells are your friends when fighting these. **Spells:** Burial Strike, Stonebreath, Regeneration **Wards:** Earth 100%, Fire -50%, Ice -50% **Enchantments:** Earthstrike			
Treeworm	**Arkose 17, 18**	**492**	**500**
Voltblast is hardly a deadly spell, but don't be reckless. **Spells:** VoltBlast **Enchantments:** Earthstrike			
Trikiller	**Wyldern 2**	**428**	**440**
Another monster with some nasty spells. Again, try and make short work of it if you can. **Spells:** TwinBlastLo, Stone Ray **Wards:** Earth 100% **Enchantments:** Earthstrike			
Trikiller	**Wyldern 4**	**512**	**520**
Stronger than the earlier version, and the same advice applies—watch out for the spells. **Spells:** TwinBlastLo, Stone Ray **Wards:** Earth 100% **Enchantments:** Earthstrike			
Underthing	**Ziggurat**	**492**	**500**
A straightforward, no-nonsense monster with no special abilities or spells to worry about, and just under 500 hit points to carve away.			
Varley	**Ship**	**595**	**600**
Another nasty monster with a trio of annoying and potentially dangerous spells to choose from. Not quite as powerful as General Pogras, though. He has no Wards to worry about. **Spells:** TriBlast, BigBang, Paralysis			
Vault Guardian	**Ziggurat**	**595**	**600**
The strongest monster on the Uhndrashi Plateaus, it possesses two nasty attack spells. Don't bother with Fire, Ice, or Spirit spells—get in close and hack away. But keep an eye on your HP. **Spells:** Hell's Kiss Lo, Void's Touch Lo, Regeneration **Wards:** Fire 100%, Ice 100%, Spirit 100% **Resistances:** Paralysis 100%, Spellbind 100%, Poison 100% **Enchantments:** Spiritstrike			
Velvet Tongue	**Dobietown**	**595**	**600**
Not quite as powerful as good old Red Tom. However, Velvet Tongue's Boggle Ray spell, which confuses your heroes, can be a real pain, especially when combined with her 50% Omegaward. Spells are a poor choice of weapon. **Spells:** Boggle Ray, TriBlast Lo **Wards:** Omegaward 50% **Enchantments:** Psistrike			
Vrita	**Council Building**	**918**	**910**
With the exception of the final bosses, the Vrita has the highest stats of any monster in the game. It also has no less than three spells that do 120 points of damage to your entire party every time they're cast, and an Omegaward that reduces spell damage by half, just for good measure. Save your MPs for healing and protection, and keep on bashing away. **Spells:** Hell's Kiss, World's Fist, Death's Fog **Wards:** Omegaward 50% **Enchantments:** Chaostrike			
War Chariot	**Cyl Og Sul**	**742**	**740**
Midway between a super-Darg Org and a Deathbot, and thus to be respected. They can soak up a lot of damage and deal a fair amount of their own—don't underestimate them, and keep those healing spells and items ready.			
War Chariot	**Wyldern 8**	**678**	**680**
Same as the other, only weaker.			
Whipmaster	**Uhndrashi Plateaus**	**408**	**420**
No special abilities or weaknesses, and not too strong either—this monster should be a pushover.			
Winged Stalker	**South Cartoff Island**	**835**	**830**
As you will have noticed by now, things are starting to get really deadly. The Winged Stalker is even more powerful than the Eyegore in some ways, but its Omegaward only halves spell damage. **Spells:** Sky's Fury, TriBlast **Wards:** Omegaward 50% **Enchantments:** Firestrike			
Wrathflower	**Arkose 17, 18**	**512**	**520**
A couple of nasty spells mean that you're best off using Fire and Ice magic to make short work of this beast. **Spells:** Bodyblow, TwinBlastHi **Wards:** Fire -25%, Ice -25%, Earth 50% **Enchantments:** Earthstrike			
Wrathflower	**Wyldern 4**	**502**	**510**
Another pair of vicious spells to contend with. Again, make good use of its weakness against Fire and Ice magic. **Spells:** Bodyblow, TwinBlastHi **Wards:** Fire -25%, Ice -25%, Earth 50% **Enchantments:** Earthstrike			
Wrathflower	**Wyldern 7, 9**	**595**	**600**
This one is tougher, but Fire and Ice spells still do the trick. **Spells:** Bodyblow, TwinBlastHi **Wards:** Fire -25%, Ice -25%, Earth 50% **Enchantments:** Earthstrike			
Zombie	**Bene-Brokul**	**428**	**440**
Like all the undead monsters in Bene-Brokul, Zombies are susceptible to Spirit magic but resistant to Psi attacks (thanks to their mindless nature). **Wards:** Psi 50%, Spirit -100%			



MONSTER SPELLS

This table shows all the monster spells in the game, with their effects. Monster spells work in exactly the same way as your own—see the Characters section, starting on page 6, for more information.

Name	LVL	Effect	Type	Duration	MP
BigBang	3	-90HP	Fire	Instant	45
Bioblast	1	-30HP	Psi	Instant	15
Blind	1	Set Blindness	N/A	300 sec.	20
Blindblast	1	Set Blindness	N/A	300 sec.	20
Bodyblow	3	-90HP	Psi	Instant	45
Boggle Ray	1	Set Confused	N/A	150 sec.	20
Burial Strike	3	-90HP	Earth	Instant	45
Chillblast	1	-30HP	Ice	Instant	15
Conflagration	3	-90HP	Fire	Instant	45
Darg Power	1	+25 Prowess, +25 Strength	N/A	15 sec.	20
Darg's Breath	5	Set Weakness	N/A	300 sec.	20
Darg's Mind	5	Set Slow	N/A	300 sec.	20
Darg's Touch	5	Set Poison	N/A	30 sec.	20
Dargflame	5	-100HP All	Fire	Instant	20
Dargfrost	5	-100HP All	Ice	Instant	20
Dargmight	5	-175HP All	Chaos	Instant	90
Dargsphere	5	Caster +100MP Target -100MP	N/A	Instant	20
Death's Fog	4	-120HP All	Spirit	Instant	60
Death's Fog Hi	4	-150HP All	Spirit	Instant	60
Death's Fog Lo	4	-90HP All	Spirit	Instant	60
Electrocution	3	-90HP	Earth	Instant	45
Fleshburst	2	-60HP	Fire	Instant	30
Fleshcrush	2	-60HP	Earth	Instant	30
Fleshfreeze	2	-60HP	Ice	Instant	30
Fleshmend	2	+150HP	N/A	Instant	30
Fleshrend	2	-60HP	Psi	Instant	30
Fleshroast	2	-60HP	Fire	Instant	30
Fleshshock	2	-60HP	Earth	Instant	30
Foulcloud	2	-60HP	Spirit	Instant	30
Frigid Mist	1	Set Slow	N/A	300 sec.	20
Frostblow	3	-90HP	Ice	Instant	45
Hell's Kiss	4	-120HP All	Fire	Instant	60
Hell's Kiss Hi	4	-150HP All	Fire	Instant	60
Hell's Kiss Lo	4	-90HP All	Fire	Instant	60
HiBlast	2	-60HP	Chaos	Instant	30
Leechsoul	1	Caster +75HP, Target -75HP	N/A	15 sec.	20
LoBlast	1	-30HP	Chaos	Instant	15
Nastypoof	1	-30HP	Spirit	Instant	15
Painloss	1	+90HP	N/A	Instant	15
Paralysis Ray	1	Set Paralysis	N/A	30 sec.	20
Paralysis	1	Set Paralysis	N/A	30 sec.	20
Poison	1	Set Poison	N/A	30 sec.	20
Poisongas	1	Set Poison	N/A	30 sec.	20
Regeneration	3	+200HP	N/A	Instant	45
Rejuvenation	5	+200HP Caster	N/A	Instant	20
Scaldblast	1	-30HP	Fire	Instant	15
Scorched Earth	4	-120HP All	Fire	Instant	60
Scorched Earth Hi	4	-150HP All	Fire	Instant	60
Scorched Earth Lo	4	-90HP All	Fire	Instant	60
Shellshock	4	-120HP All	Psi	Instant	60
Shellshock Hi	4	-150HP All	Psi	Instant	60
Shellshock Lo	4	-90HP All	Psi	Instant	60
Sky's Fury	4	-120HP All	Earth	Instant	60
Sky's Fury Hi	4	-150HP All	Earth	Instant	60
Sky's Fury Lo	4	-90HP All	Earth	Instant	60
Sleep Ray	1	Set Sleep	N/A	60 sec.	20
Sleep	1	Set Sleep	N/A	60 sec.	20
Sleepgas	1	Set Sleep	N/A	60 sec.	20
Slowblast	1	Set Slow	N/A	300 sec.	20
Smallblast	1	-30HP	Fire	Instant	15
Smog	1	Set Blindness	N/A	300 sec.	20
Sphere of Mortis	5	-150HP All	N/A	Instant	100
Stone Ray	1	Set Stone	N/A	60 sec.	20
Stoneblast	1	30HP	Earth	Instant	15
Stonebreath	1	Set Stone	N/A	60 sec.	20
Toxic Haze	3	-90HP	Spirit	Instant	45
Triblast	4	-120HP All	Chaos	Instant	90
Triblast Hi	4	-150HP All	Chaos	Instant	90
Triblast Lo	4	-90HP All	Chaos	Instant	90
Twinblast Hi	4	-120HP	Chaos	Instant	60
Twinblast Lo	3	-90HP	Chaos	Instant	45
Void's Touch	4	-120HP All	Ice	Instant	60
Void's Touch Hi	4	-150HP All	Ice	Instant	60
Void's Touch Lo	4	-90HP All	Ice	Instant	60
Voltblast	1	-30HP	Earth	Instant	15
War Blessing	4	+150HP All	N/A	Instant	60
War Blessing Hi	4	+200HP All	N/A	Instant	60
War Blessing Lo	4	+100HP All	N/A	Instant	60
Weakmist	1	Set Weakness	N/A	300 sec.	20
Weakness Ray	1	Set Weakness	N/A	300 sec.	20
Winged Death	5	-125HP All	N/A	Instant	100
World's Fist	4	-120HP All	Earth	Instant	60
World's Fist Hi	4	-150HP All	Earth	Instant	60
World's Fist Lo	4	-90HP All	Earth	Instant	60
Xxxaap!	1	-100HP All Set Slow	Chaos	Instant	45
Zzzaap!	1	-100HP Target, +100HP Caster	Psi	Instant	45

Monster Curses

Some monsters place curses upon you in battle. Use this chart to identify which curse you're under by looking for the color your cursed character glows.

Curse	Glow color
POISON	Black to Green
DRUNK	Dark to Light Green
CONFUSED	Gray to Hot Pink
PARALYZED	Brown to Rose
SLEEP	Gray to Light Blue
BLINDNESS	Emerald to Jade
PATHETIC	Tan to Scarlet
SLOW	Brown to Yellow
SPELLBLIND	Purple to Pink
STONE	Dark to Light Gray
WASTED	Plum to Mustard
WEAKNESS	Sea Green to Teal

TIP

While this chapter gives you the essential information to defeat any monster in Shadow Madness, you'll find that bosses are more thoroughly covered in the main part of this guide, the walkthrough.

Don't forget to check back if you're having trouble defeating a boss—there may be more useful information here.

The first part of the quest is a flashback.

After a cut scene in a bar that introduces the game, an animated scene shows a huge explosion swallowing your home town of Port Lochane and, your adventure begins.

PORT LOCHANE

Random Enemies Encountered: •Bulrazor

Objectives

- *Explore the ruins of your home town*
- *Collect items from the rubble*
- *Meet and join up with Windleaf*

The action begins immediately as a horned beast called a Bulrazor attacks you. Use a couple of normal attacks to fend him off. You could use the aggressive attacking option, which will kill your foe more quickly, but at this stage you have little experience and might miss, so be careful.

Your first ever fight is with a Bulrazor. Practice your Twitch Attack.

After defeating the Bulrazor, watch the next section of dialogue, which shows your character talking to an old woman, Mrs. Khareh. As this conversation develops, you'll be able to give your character a name (how about Stinger?). As you leave the old woman, you'll be accosted by a Dock Worker who will offer to give you some helpful fighting advice; it's worth listening to him. Now walk over to the green items on the floor just to the northwest. These are Kii Nuts and will be added to your inventory.

Exit the screen to the south and keep moving south until you come across another sailor wandering near a dock. Talk to him, and then examine the chest near the water. You'll find that it's locked, so Stinger pulls out his lock picks and goes to work.

This is the first lock-picking minigame, but luckily it's simple. To pick the lock, you must watch the movements of the picks, then mimic them using the D-pad and the action buttons. The action buttons move the right lock pick and the D-pad moves the left pick. Follow the movements carefully; you need to get all four sequences right to successfully open the chest. Inside you'll find some Dirks, which Stinger can throw in combat, and a Fyrn Tonic.

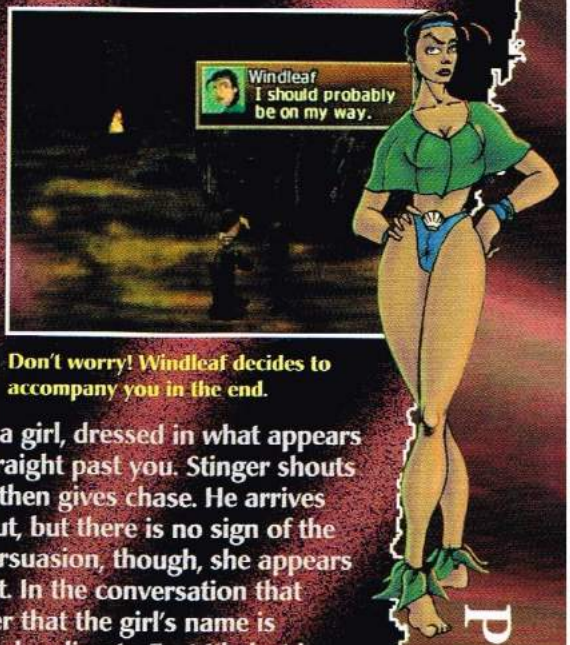
Just imitate the movements carefully and you'll have no trouble with the locks.

Backtrack north to where you met the old woman, and then exit the screen to the west, where you'll find a fellow survivor peering over the rim of a huge, lava-filled crater. Walk over to start a conversation. He tells you that he was blown off his ship and into the lava pit. He thinks the rest of the crew went down with the boat. When the conversation ends and you've watched the ominous cut scene, circle the crater clockwise and grab the pick-ups as you go: Aether drops, 100 GP, five Nails, one Deathcheat and two Fyrn Tonics.

Now exit to the east, and you'll find yourself at the city gates. Walk east across this screen and exit. In the next area is a Blacksmith's, or at least what is left of one. Grab the two Deathcheats and two Daro Roots lying on the ground.

Whatever is in that lava pit looks pretty horrible, and it's not unique...

After Stinger stops to consider what is going on in his home town, exit the screen to the east and you'll return to the crater. Go east again, and as you enter the next screen, walk toward the town gates until you see a girl, dressed in what appears to be leaves, run straight past you. Stinger shouts to her to stop, and then gives chase. He arrives back at the small hut, but there is no sign of the girl. After a little persuasion, though, she appears from behind the hut. In the conversation that ensues, you discover that the girl's name is Windleaf, and she is heading to Fort Khelest in Barleygrove to look for help and survivors. Stinger tells her that he's also looking for help and that they should join forces. Windleaf agrees and joins your party. Now head back to the city gates and exit Port Lochane.

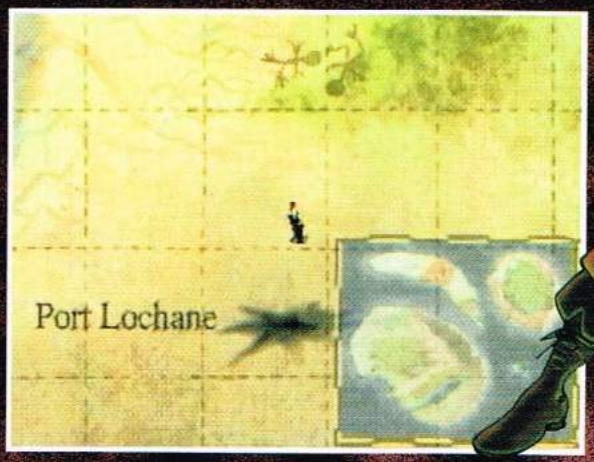


Don't worry! Windleaf decides to accompany you in the end.

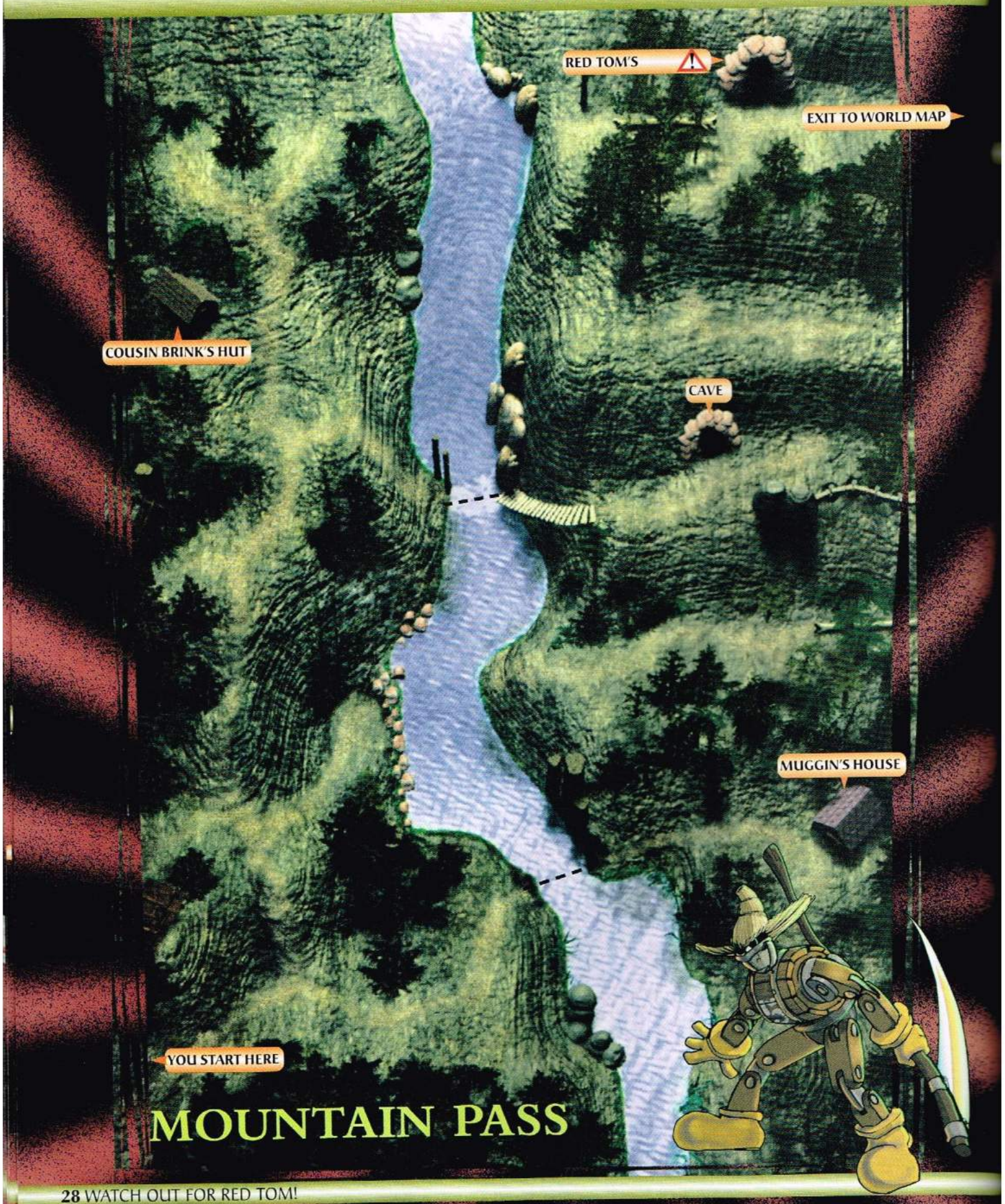
You'll now see yourself on the World Map, which allows you to journey between the different areas in the game. You can save whenever you want on the World Map, and it's a good idea to get into the habit of saving immediately after leaving an area and before entering a new one – just in case. From Port Lochane, go northeast to the second area, the Mountain Pass.

TIP

Over the next few minutes you'll sometimes notice someone else on the World Map. Don't bother chasing after them—you'll catch up with him in Karillon.



Once you've left Port Lochane, the whole world awaits you.


RED TOM'S
EXIT TO WORLD MAP
COUSIN BRINK'S HUT
CAVE
MUGGIN'S HOUSE
YOU START HERE
MOUNTAIN PASS

MOUNTAIN PASS

Random Enemies Encountered: •Shockworm •Pachawing •Skeleton

Objectives

- *Meet and join up with Harv-5*
- *Pick the lock to Brink's cabin*
- *Find Red Tom's cave*

Upon entering the pass, Stinger takes Windleaf to check on one of his friends who lives in the area. When they get to Muggin's house, though, they find his dead body lying at the feet of a Gadgeteer robot!

Although Stinger suspects the robot has killed his friend, Windleaf is not so sure. The robot explains that his name is Harv-5, and he is on his way to Barleygrove. Despite Stinger's initial distrust, Harv-5 joins the party.

Before leaving Muggin's house, grab the Studded Gauntlets on the far wall of the hut. Also notice a book in the bookcase, which is merely an amusing tale, and one on the nearby table, which contains information about many of the major cities and areas you'll be visiting.

Leave the hut, grab the Deathcheat and the Shovel that lie outside, and collect the Kii Nuts and Daro Roots just to the south. Go west under the waterfall, and then take the path that leads north. Grab all the items on the way: 1,000 pieces of gold, 10 Barleyshots and one Aether Drop.

Continue heading north, collecting the Fyrn Tonic as you go, and you'll come to a small hut with a locked door. Worried about his cousin Brink, who lives in the hut, Stinger decides to pick the lock.

Then there were three! Harv-5 adds some welcome muscle to the party.

After you've unlocked the door, enter the hut and talk to Brink. Stinger will ask him to join the party, but he's too scared to leave. He will, however, let you rest (completely restoring your characters' HPs and MPs, and allowing you to save your game). When you wake up, grab the Beans and Tulian Cheese from the far wall of the hut, and examine the box in the bottom corner to get 125 gold pieces and some Owl Talons. You can also read the book at the foot of the bed.

Cousin Brink has lived a full and eventful life – as you'll find out when you talk to him.

Leave the hut and head north, where you'll find a body that turns out to be yet another dead friend of Stinger's named Jerse. Grab the Beans and the Deathcheat that lie either side of Jerse's body before heading south.

Backtrack past Brink's hut, then turn east and go under the waterfall. Here you'll find the entrance to a cave. Enter, grab the

Deathcheat and Berk Jerky, and examine the box to find some Studded Armor and a Sentry Bow. Equip both items and leave the cave, then head east and use the just-visible steps in the stone to climb to the ledge. Continue climbing north until you reach a second cave entrance.

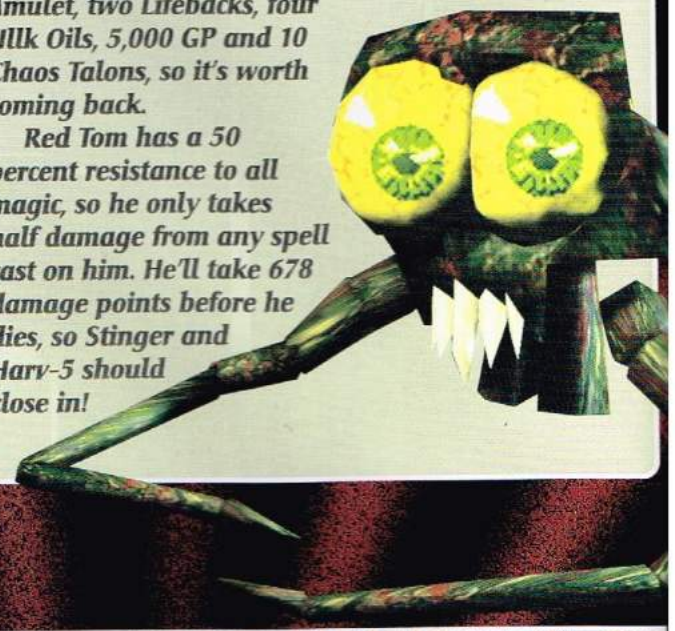
This is the lair of Red Tom, the first boss monster in the game. Avoid him for now, and return when your characters reach about 4th level. Instead, go east and exit the Mountain Pass area to return to the World Map. Save your game. Your next port of call should be Enclaan.

Red Tom's cave is too dangerous a place for you to visit right now. Come back later.

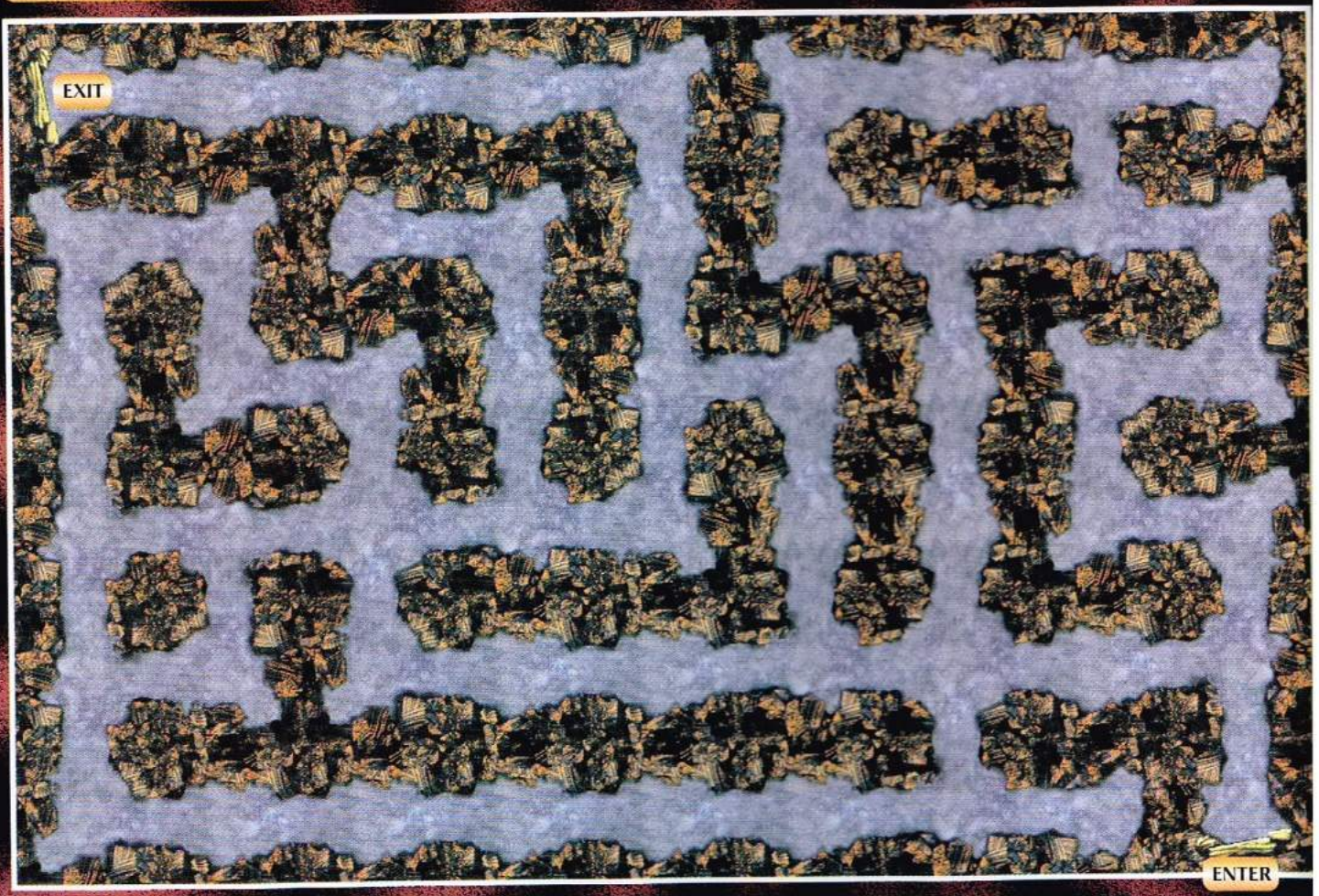
DEFEATING RED TOM

Red Tom guards some Aether Potions, a Gogarin Amulet, two Lifebacks, four Ullk Oils, 5,000 GP and 10 Chaos Talons, so it's worth coming back.

Red Tom has a 50 percent resistance to all magic, so he only takes half damage from any spell cast on him. He'll take 678 damage points before he dies, so Stinger and Harv-5 should close in!



RED TOM'S CAVES



ENCLAAN

RANDOM ENEMIES ENCOUNTERED: •BULRAZOR

OBJECTIVES

- DISCOVER THE FATE OF THE TOWN
- COLLECT MORE ITEMS

After entering Enclaan and watching the cut scene, talk to the old man, Mr. Nakar, and grab the Aether Drops before heading north. Follow the path around to the east, ignoring the west turning for now. There's a man by the health spa trying to sell real estate; ignore him and pick up the Saw and Gems. Now head back and take the west exit.

Luck's run out for Windleaf's people.

Here you'll find the ruins of Windleaf's house. Follow the path around the screen, talk to Mrs. Nakar, and grab the Deathcheat before returning to the previous screen and leaving Enclaan.

Ignore the real estate guy. He's just there to waste time.

Back on the World Map, save your game before heading east to the next map section.

Directly to the east of where you enter the next map section is the village of Forestgrove.

FORESTGROVE

RANDOM ENEMIES ENCOUNTERED: •NONE

OBJECTIVES

- TALK TO THE INHABITANTS
- COLLECT MORE ITEMS

Unlike everywhere else you've visited so far, Forestgrove appears to be completely normal, with children playing and animals all around.

Talk to Hatty, the woman directly in front of you, then enter the hut to the far right of the screen, grabbing the Hoe on your way. Talk to the old man and grab the Beans on the floor before returning outside and heading west. Talk to the man chopping wood (Cecil) and the man running around (Jedro), then enter the small house behind Jedro.

Hatty's fondness for Stinger is useful.

Talk to Arlene, the daughter of Cecil and Hatty, who takes quite a shine to Stinger, then chat with Ara, who'll give you Fyrn Salves. Pick up the Perfume, leave the house and head back to the main section (under the big tree), then enter the house at the far end of the clearing. Grab the Goat's Milk and read the Cook Book if you like. Finally, talk to Hatty again and she'll give you a Fyrn Salve, some Greencod and a Barleyfiz to help.

Leave Forestgrove, save your game, and head southeast to Harv-5's home town, Barleygrove.

This doesn't look good at all...

Things turn ominous as the next village you find is little more than a pile of rubble. But who's responsible? Time to investigate.

BARLEYGROVE

Random Enemies Encountered: •Skeleton •Barleybeast •Beggar

Objectives

- *Explore the town and talk to the survivors*
- *Collect items from the rubble*
- *Discover another lava pit*

Barleygrove has been completely destroyed. Stinger suggests that the party check for survivors then head off.

As you walk into the main section of the area, a man called Mecha approaches you and asks if you can spare him some Kii Nuts. Say yes; he'll return the favor some day. Explore this area and collect everything you can. You'll find some Gold, some Fused Glass, a Fyrn-ade, a Daro Root, and a Guardscythe for Harv-5 around here. Go north from here and you'll find three survivors to talk to. Pick up the Greencod, Wrench, three Daro Roots and 500 GP and go north again, to find the center of devastation: another lava-filled crater. Talk to the Orphan by the pit to discover that it seems to be exuding a strange and evil power. Leave Barleygrove, save your game, and head north into the next section of the World Map, where you'll find the underground cavern of Rockra.

ROCKRA

RANDOM ENEMIES ENCOUNTERED:
•NONE

OBJECTIVES

- *DEFEAT ROCKRA*

Enter Rockra's lair, pick up the Mail Gauntlets, Glass Shards, Trooper Arrows and Studded Helm. Equip them and exit to the right. Now you'll watch your party sneaking up on a huge rock monster. Unfortunately, Harv-5 makes a bit too much noise and it wakes up! It's time for a battle.

When you have defeated Rockra, grab the goodies: five Venom Daggers, two Deathcheats, a Defender Bow, some Mail Armor and a Guardblade. Equip these new items and exit the cave to a new section of the World Map. Go northeast to discover the shrine of Catman.

DEFEATING ROCKRA

Rockra is a fairly tough boss monster. It has 325 HPs, is completely immune to Earth spells and Sleep effects, and only takes half damage from Fire, Ice, and Spirit spells.

Even so, beating Rockra shouldn't give you too much trouble. Have Stinger and Harv-5 charge in and keep hacking away (remember to use the Twitch Attack) while Windleaf casts attack and healing spells as necessary. The trusty Drakeball spell is probably your best bet, as it's cheap to cast, but you can try Python and Hawk as well.

CATMAN

Random Enemies Encountered: •None

Objectives

- *Talk to Catman and read about the Nomads of Uhndrashi*

This is easily the strangest location so far. A huge shrine in the form of a giant cat dominates the landscape, and there are felines all over the place.

Pick up the Mail Helm, then enter the shrine. Before you talk to Catman, however, examine the cat litter box in the corner of the room. When you are prompted to clean out the cat litter, choose Yes. For this act of kindness, Catman will let you read an ancient book that may help you in your quest. After you've read through the book and talked with the Catman, he'll give you a Greencod and suggest that you return later. You're meant to go on to Karillon now, but this is actually a pretty good time to go back and take out Red Tom.

Not to worry, Windleaf. It's not like you're a mouse...

Catman's kingdom is a haven for felines. You'll be repaid for being helpful here.

KARILLON

Random Enemies Encountered: •Killer Mine

Objectives

- *Explore the town, talk to the inhabitants, and do some shopping*
- *Find Captain Willis*
- *Talk to the Council*
- *Learn the Shatter spell*

Welcome to Karillon! This city is split into three parts—Oldtowne, Middletowne, and Hightowne—and is one of the largest areas in the game, so try to be methodical when exploring it; you don't want to miss anything.

You begin by talking to a couple of city guards at the gates who tell you that you should speak to their captain. On this screen you'll finally catch up with the guy who kept running away from you on the World Map earlier in the quest.

Karillon is huge, but you'll get a tour once you arrive.

Go through the archway and into the city itself, where you'll find a guard called Ossar who offers to give you an "armchair" tour of Karillon. Listen carefully as he gives you information about all three sections of the city.

Now it's time to look around, which is a daunting task because there are so many places to visit. We'll provide a description of each building in Oldtowne and Middletowne, along with details of its location, what you'll find there, and any other useful information you may need.

Before checking out the main buildings in the immediate vicinity, however, there are two nameless locations that you should investigate.

From the fork in the road, go left and follow the path to the very end. In the corner of what appear to be the ruins of a house, you'll find Guillaume and his band of thugs. If you talk to him he'll challenge you to a battle, and the winner gets 100 pieces of gold. If you are in the mood for a fight, take them on–

Guillaume's Hangout

There's an easy 100 GP to be made here by fighting Guillaume's thugs–and you can come back as often as you like!

Liam's House

This small house belongs to a part-time scientist. This paranoid old fool will not tell you anything of great importance, but he may well provide a couple of smiles to help take your mind off the devilry afoot.

Blacksmith's Shop

You should have a few thousand GP now, so take a look at the Armor enchantments Abran the Smithy has on offer. (You'll be able to buy better armor in Armor Masters in Middletowne.) If you've been back to Red Tom's and have the Battle Armor, it's well worth getting a Fire enchantment for it and–money allowing–for the Gauntlets and Helm too. Then you can equip each member of the party with one.

Clara's House

An old lady called Clara occupies this residence. Although her nostalgic stories seem irrelevant now, they will have meaning later.

Dani's Curiosities

Walk in this shop with more than 5,000 GP and you'll be offered the chance to buy it. Don't buy it or you won't be able to buy items there anymore.

The Temple

This is where you'll meet Jordan and Micah, who run a shelter for people down on their luck. Speak with both before moving on.

Dung Merchant

The Dung Merchant's house is located across the path from the Smithy. Inside you'll meet the Dung Merchant himself, his wife Hope, and daughter Rose.

Inn of the Gallant Stag

This is the large two-storied building at the fork in the path, close to the guard who gave you the armchair tour. Upon entering you'll be greeted by the owner, who tells you that it costs 100 GP to sleep in the rooms. If you refuse, you'll end up sleeping in the stables. Either way, resting triggers a new version of the cut scene from the very beginning of the game.

although, winning the battle is quite hard.

You can return and repeat the fight if you ever want to improve your combat skills (or need another 100 GP).

To the right of Guillaume is a temple where you'll meet Jordan and Micah, who run a shelter for people down on their luck. Speak with both.

Now it's time to explore the rest of the buildings. You should visit each in turn, and talk to all the inhabitants to find out more about the city and recent events.

Blue Door Pub

Next door to Chef Croquer's House, this pub should seem familiar – it's the one you visit in the cut scenes at the beginning of the game and while staying the night at the Inn of the Gallant Stag. Talk to Duffy behind the bar and order a drink, if you have the cash to spare. Be sure to talk to everyone else in the bar before leaving.

Traylor's Speedy Mart

This is the first large white building you come to when you take the right-hand path at the fork in the road. Inside you'll find a shop that sells mainly health-replenishing items like Berk Jerky, Greencod, and Barleyfiz. Stock up if you have the cash.

Guard House

From the Blue Door Pub, follow the path right. Directly in front of you is the Guard House. After one of the guards tries his best to sweet-talk Windleaf, you're told that their captain has just left the building, so get going before you're roped into helping clean the barracks!

Chambermaid's House

If you leave Traylor's Speedy Mart and carry on up the right-hand path, the Chambermaid's House is directly in front of you. Be sure to talk to everyone inside.

Chef Croquer's House

This house is opposite and just to the right of the Chambermaid's House. Talk to the woman inside and accept the job she offers; she'll give you a Bistro Guest Pass.

Karl's House

This is opposite the Guard House. Karl tells you that the Captain's house is in Middletowne. Go north into the next section of the city. Directly in front of you is a guard named Bogard, and the building behind him is the armory.

Armor Masters

Whether you buy from their shop or not, watch Pietro and Gus's double-act.

The Platemail in here is worth a look, but only if you've plenty of spare money. Even if you don't want to buy, Pietro and Gus's routine makes the visit worthwhile.

Guild Hall

This is the building to the left of the Armor Masters. Inside you'll come across a mason talking with a jeweller, a carpenter, and a plumber. After talking with them, leave the Guild Hall and continue toward the right. Follow the path until it bears right, where you'll see a flight of steps leading to a large building.

The Guild Hall's a good place to find the various craftspeople of the town.

State Nursing Home

The State Nursing Home is where aging adventurers go to grow old in peace. Talk to the nurse, then to the knight. If you go upstairs, you'll find a senile valkyrie and an insane mage to talk to. Leave the Nursing Home, go up the hill, and the next building on your right is Martine's weapon shop.

Looks like Karillon has a pretty advanced healthcare system...

Martine's Fine Weapons

This shop packs what it sounds like; Martine does indeed sell some fine weapons, but nothing that you haven't had the chance to buy already. Once again, follow the winding path until you come to the next building, the Elysium Goods shop.

Martine sells some groovy weapons, but you'll probably have them all already.

Elysium Goods

This shop is owned by a man called Dane, who sells lots of spells and other magical goods. If you still have money to spare, buy what you can.

The most useful items are the Fyrn Salve, the Fyrn Tonic, and the Aether Drops.

Dane's shop is a useful place to stock up on magical items and spells.

Grishame's House

The door's locked. You'll have to come back later.

Hall of Wisdom

This huge library next door to Elysium Goods is tended by a group of sages who have dedicated their lives to giving knowledge to others. Talk with each of them and read the books to learn what you can. This building isn't that important now, but you'll return here later. Your next stop is the Danjell Art Gallery, which is next door.

Danjell Art Gallery

This art gallery is run by an old man named Danjell. Talk with him, and when you leave, continue round the corner and enter the lower door on the right. This is Captain Willis' house.

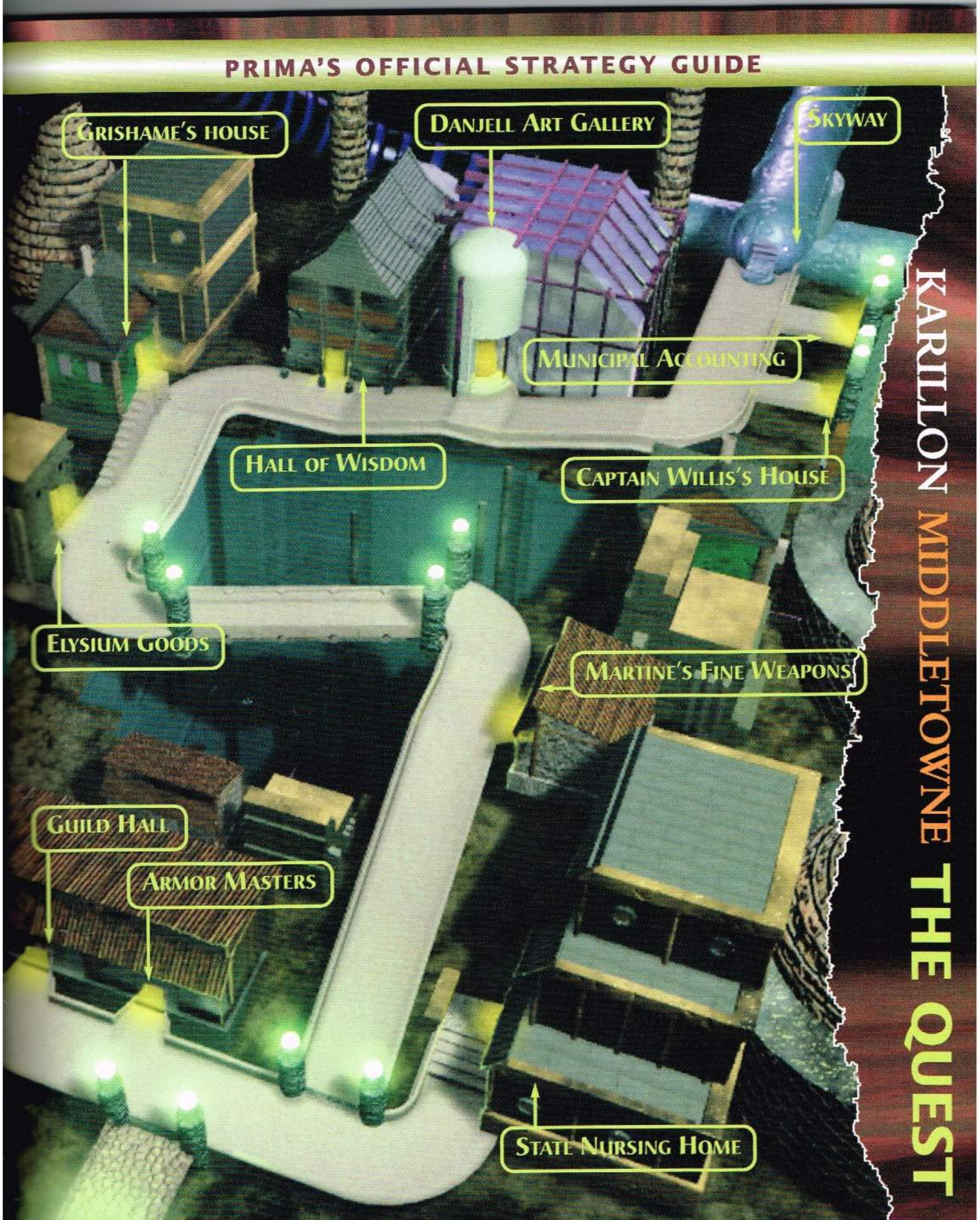
Municipal Accounting Office

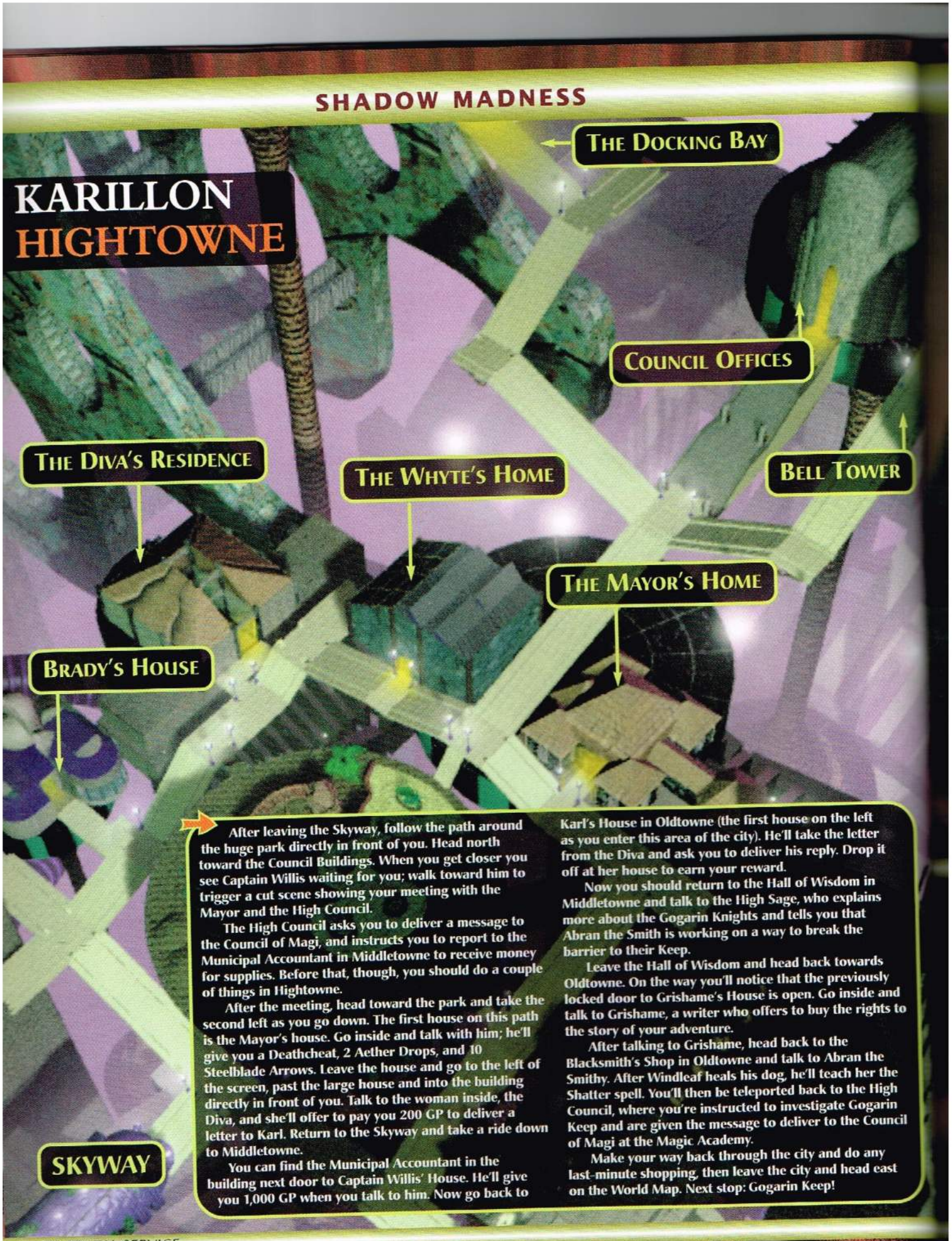
About as exciting as it sounds, the Municipal Accounting Office is somewhere that you will soon return to.

Captain Willis' House

Talking to Captain Willis triggers the next stage of your adventure. He tells you that the Gogarin Knights have sealed the entrance to their keep with a magical barrier, and suggests that you talk to the High Council to find out what to do about it.

Leave the Captain's house and turn right, where you'll meet the Skyway Attendant. He'll tell how the Skyway works and you'll get a ride to the next section of Karillon, Hightowne.


GRISHAME'S HOUSE
DANJELL ART GALLERY
SKYWAY
MUNICIPAL ACCOUNTING
HALL OF WISDOM
CAPTAIN WILLIS'S HOUSE
ELYSIUM GOODS
MARTINE'S FINE WEAPONS
GUILD HALL
ARMOR MASTERS
STATE NURSING HOME



After leaving the Skyway, follow the path around the huge park directly in front of you. Head north toward the Council Buildings. When you get closer you see Captain Willis waiting for you; walk toward him to trigger a cut scene showing your meeting with the Mayor and the High Council.

The High Council asks you to deliver a message to the Council of Magi, and instructs you to report to the Municipal Accountant in Middletowne to receive money for supplies. Before that, though, you should do a couple of things in Hightowne.

After the meeting, head toward the park and take the second left as you go down. The first house on this path is the Mayor's house. Go inside and talk with him; he'll give you a Deathcheat, 2 Aether Drops, and 10 Steelblade Arrows. Leave the house and go to the left of the screen, past the large house and into the building directly in front of you. Talk to the woman inside, the Diva, and she'll offer to pay you 200 GP to deliver a letter to Karl. Return to the Skyway and take a ride down to Middletowne.

You can find the Municipal Accountant in the building next door to Captain Willis' House. He'll give you 1,000 GP when you talk to him. Now go back to Karl's House in Oldtowne (the first house on the left as you enter this area of the city). He'll take the letter from the Diva and ask you to deliver his reply. Drop it off at her house to earn your reward.

Now you should return to the Hall of Wisdom in Middletowne and talk to the High Sage, who explains more about the Gogarin Knights and tells you that Abran the Smith is working on a way to break the barrier to their Keep.

Leave the Hall of Wisdom and head back towards Oldtowne. On the way you'll notice that the previously locked door to Grishame's House is open. Go inside and talk to Grishame, a writer who offers to buy the rights to the story of your adventure.

After talking to Grishame, head back to the Blacksmith's Shop in Oldtowne and talk to Abran the Smithy. After Windleaf heals his dog, he'll teach her the Shatter spell. You'll then be teleported back to the High Council, where you're instructed to investigate Gogarin Keep and are given the message to deliver to the Council of Magi at the Magic Academy.

Make your way back through the city and do any last-minute shopping, then leave the city and head east on the World Map. Next stop: Gogarin Keep!

GOGARIN KEEP

RANDOM ENEMIES ENCOUNTERED: •GOGARIN KNIGHT •GOGARIN ARCHER •MODULUS •ICEWORM

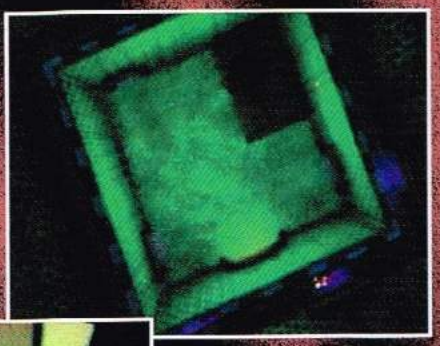
OBJECTIVES

- DEFEAT THE KNIGHT TO ENTER
- EXPLORE THE KEEP AND COLLECT ITEMS AND EQUIPMENT
- FIND THE SKELETON KEYS
- DEFEAT THE GRIMSMEER AND GET THE KEY TO THE CRESCENT VALLEY

Search the sentry post on the left to find Gold and 10 Knight Arrows. When you arrive at the Keep, Windleaf casts the Shatter spell on the barrier. Defeat the Gogarin Knight and pick up the Level 1 Skeleton Key in the corner of the room.

Go through the door in the bottom-right

use the purple door at the near end to access the stairwell. Pick the lock on the next door and go up the stairs. Walk around the ledge and through the door on the opposite side into



Make your way to the door – carefully!

Bookcases always have secret passages behind them. It's tradition.

the Reading Room.

Examine the bookcase on the far wall to open a secret door. Go through to find a treasure chest that holds 1,500 GP, a Knight's Helm, Knight's Gauntlets and Gogarin's Armor. If you hunt around to the left of this chest, you'll also find a Level 4 Skeleton Key. Go back the way you came, to the landing, then through the door on the far right into the Bedroom. Here you'll find the Level 3 Skeleton Key.

Go back to the landing and through the door in the bottom-left corner of the tower, and use the Level 3 Skeleton Key to open the door in the far corner of the room there, which leads to the Throne Room and Grimsmeer. Defeat him and grab the key he drops when he dies, then return to the bottom level of the Keep and go through the door in the bottom-left corner to the Hall of Portraits.

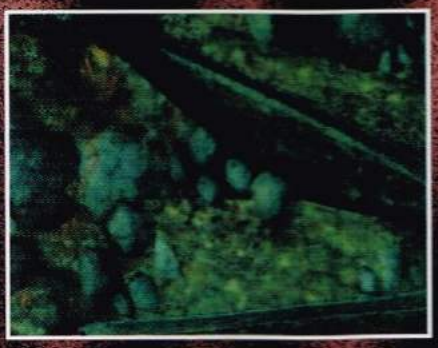
There's no time to rest in the Bedroom – the Grimsmeer awaits!

Head here after beating Grimsmeer to get into the Torture Room.

Use the Level 4 Skeleton Key to open the huge wooden door and enter the Torture Room. Examine the wheel on the second wooden table to open a secret door in the Iron Maiden. Go through to find another treasure chest, this one contains 2,500 GP, 5 Venom Daggers, 3 Fyrn Tonics, Cologne, Caviar, Wine, a Deathcheat, and a Knightsword.

Head back to the main section of Gogarin Keep and go through the door on the north wall, which leads to the Crescent Valley. Use Grimsmeer's key to open the large wooden door, and open the treasure chest for some Lard, Beans, Nuts, an Apple, and Berk Jerky!

The Iron Maiden hides all sorts of treasure. Be sure to get everything.

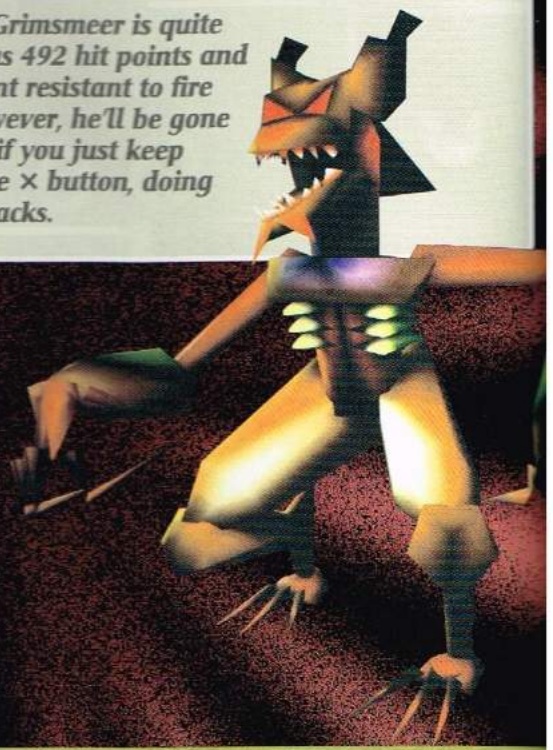


Success! The Keep's scoured of evil and you're on your way to your next mission.

Follow the rocky road into a new section of the World Map. From here, head southeast for a long way on to yet another new section of map and eventually to the Magic Academy.

Defeating Grimsmeer

Defeating Grimsmeer is quite easy. He has 492 hit points and is 50 percent resistant to fire magic. However, he'll be gone in no time if you just keep pushing the × button, doing normal attacks.



MAGIC ACADEMY

Random Enemies Encountered: •None

Objectives

- *Talk to the Spirit of Justice*

As you approach the Academy, a Spirit of Justice appears to tell you that the nearby towns of Anglerville and Jynx have been overrun by evil, and you cannot enter the Academy until they are freed.

Leave the Academy and return to the World Map, then go south and into the next section of the map. Head southwest and you'll arrive at Anglerville, on the northern shore of a large lake. The town's been taken over by Lopers, and the people are offering a bounty on the monsters' heads.

Anglerville

Random Enemies Encountered: •Loper

Objectives

- *Explore the town and collect items and equipment*
- *Kill all the Lopers*
- *Talk to Cassie and claim the bounty*

As you enter Anglerville, you'll see a monster directly in front of you and a door leading into a cell block to the north. Go through the door to find four people locked up. Talk to them, then leave the cell block and take on the monster outside—walk up to it to encounter a pair of Lopers.

The Inn's another chance to freshen up. Take it!

Follow the wooden path to the east, examine the dead body to get 50 GP, 2 Fyrn Tonics, an Aether Drop, and a Stank Moss. Keep going east to the next screen, and fight another pair of Lopers before entering the Laughing Wolf Inn (the first doorway to the north). Pick up the gems and open the treasure chest to get 150 GP, some Ale, a Platemail Helm, and some Goat's Milk. Talk to the old man until he lets you stay, then rest and save your game.

Leave the Inn, turn right, and open another treasure chest to get 200 GP, two Fyrn Salves, a Cerebral Jolt, and a Bamf Pill. Go right again and kill two more Lopers, then enter the next house along the road, Bardney's Angler-Mart; if you have enough cash, you can stock up on various items.

Leave the Angler-Mart, then go right, up the wooden stairs and into the Warehouse. Open all three treasure chests to get the Helm of Emmons, some Kii Nuts, Beer, and three Barleyfiz potions, then head back outside. Go back the way you came, and, when you get back to the Inn, go down, along the path, to the south.

Cassie and the constable are in the local pub. They offer you a lucrative job.

Enter the first building you come to, the local pub. Inside you'll meet Cassie and the town constable; talk to them. Cassie will offer you a bounty of 2,000 GP and some weapons for ridding the town of monsters.

Back outside, deal with a couple more pairs of Lopers before heading into the next building on the left, the Armor-All. Inside you'll find some Steel Gauntlets and a Steel Helm. Leave the building, kill the Lopers, and enter the next house. You can only get the cat and items after you kill all the Lopers. The cat inside can be taken back to Catman later.

The final building of this section is a strange one. First examine the dead body on the left to get 20 Flame Arrows, then talk to the old guy behind the bars; his name is McLorre and he sells weapons. Buy a Crescent Sword, and a Crescent Scythe. Equip them all.

By now you should have killed all the monsters in the town, so go back and speak to Cassie again, who'll give you Flynn's Bow, Flame Arrows, and the GP. Return to the World Map and go directly west into the next section, then head southwest until you reach the village of Jynx.

JYNX

Random Enemies Encountered: •None

Objectives

- *Explore the town and talk to the inhabitants*
- *Find the Mayor and talk to him to discover the nature of the curse*
- *Find Dr. Heend and learn the cause of the curse*
- *Take Wraith's skull to Karillon to lay his spirit to rest*

TIP

All the inhabitants of Jynx have been affected by the same vision, so switch leaders as you talk to the rest of the villagers—use Stinger to talk with the men, and Windleaf to get news from the women.

Upon entering Jynx, you'll meet Gladdis. After the conversation finishes, you're free to explore. The village of Jynx is set around a small market square. Following is a description of all the buildings and what you can expect to find.

Mayor's House

This building is the first on the right as you enter the village. Inside

you'll meet William, the Mayor.

He'll tell you that the men and women of the village are at war with each other, but he doesn't know why, and even he cannot stand the sight of his wife any more. Looks like it's up to you to put things right again!

Talk to the Mayor to get the lowdown on the curse affecting the town.

Crescent Valley Market

Be sure to have Windleaf in command here, or you'll get the cold shoulder.

This is the first house on the left as you enter the village. Hilly and her two daughters are not very talkative because, unless you changed it earlier, Stinger is your party's leader, and as the Mayor told you, men and women don't get along in Jynx. Leave the shop and make Windleaf your leader for the moment by using the SELECT menu. Now you can go back in and get more information from Hilly. She tells Windleaf that she had a vision of a saint floating right in front of her, and from the moment she touched it, she knew William was a grotesque two-timer and she hated him. After the conversation is finished, you can also stock up on some items from the shop.

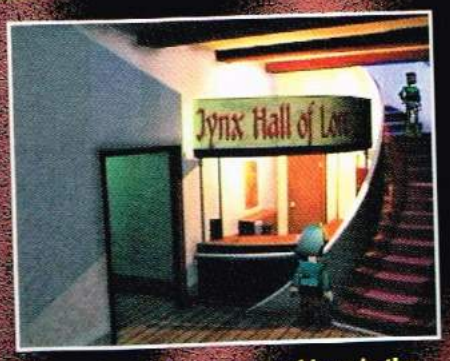
Warooi's

This is the first house on the left as you enter the circular market area. Warooi sells weapons, but has little of interest that you don't already have. You can stock up on Great Dirks for Stinger and get some Quillshots for Harv-5.

Warooi's hoping to hit his sales targets early this year.

Jynx Town Hall

If you work your way around the circular market area in a clockwise direction, this is the next building you find. Inside, talk to Old Mac, then head upstairs to the museum. Here you'll meet Dr. Heend and a rather familiar-looking droid. A Wraith will appear to tell you that he has cursed the village because Dr. Heend put his head on a pile of animal bones. You must return the head to the graveyard in Karillon. With the Wraith's skull in your backpack, you can set off, but first it's worth visiting the library at the bottom of the stairs for some background information.



The mystery of Jynx is solved here in the Hall of Lore.

Did he trip, or was he pushed? The battle of the sexes in Jynx is a serious business.

Graveyard

This spooky place is found to the right of the Town Hall, and you'll find an old woman and a young girl to speak with here. The building to the right of the Graveyard has no name, but it appears to be a bar of some kind. If you chat with Gramme the barmaid, you discover that she has no ale to sell.

The Country Inn

This is the final building in the town and is found to the right of the bar. Here you can rest up and save your game for 50 GP.

Never pass up a chance to save the game. You'll regret it!

Return to Karillon

Leave Jynx and return to the city of Karillon. Head into Oldtowne and turn left at the fork in the road. Follow the path until you reach the Graveyard (next to the band of thugs you fought earlier). Stand next to the altar and examine it. Stinger puts Wraith's skull back in its rightful place, lifting the curse from Jynx. You'll also get some Ranger Armor, Helm, Gauntlets and Sword, and a Reaver Scythe.

Equip your new weapons and armor, then head back to the Magic Academy.

Use the World Map to get back to Karillon, where you can lift the curse.

MAGIC ACADEMY

Random Enemies Encountered: •None

Objectives

- *Find and talk to all four Magi*
- *Learn more about the forces behind recent events*
- *Travel to Siltheria*

As you approach the Academy, the Spirit of Justice appears again, congratulating you on freeing the two towns, and allows you to enter. Once inside, you meet a man named Fessen, who tells you that the Masters of the Academy have been expecting you and to look around as much as you want. The Academy is arranged around a central shaft, with a spiral balcony winding its way downward.

Take the staircase leading down on the left-hand side to get to the balcony, and go through the first door you encounter (the blue one). These

The story unfolds in the Magic Academy. Take a break from fighting.

Brendan's your next contact here. But don't forget to explore thoroughly.

are the guest quarters, where you should rest, watch the cut scene, and save your game.

Exit the room, head left, and go through the orange door to Brendan's Chamber and talk to him. Return to the balcony and follow it down to the left. Go past the next door, which leads to the Hall of Gathering, then go through the next door and grab an Aether Wafer before continuing.

Keep going left, and go through the next door, and talk to Alva, who tells you to seek the other two Mages. Leave Alva and continue deeper into the Academy. The next door leads to the Museum, and the one after that to the Storage Vault. The last room on this level is unused, but Fessen tells you it once belonged to "Hokum."

Continue down to the next level of the Academy. The first door leads to the Alchemical Workshop, and the second leads to the Leisure Room, where you find 250 GP and some Order Arrows.

Head down to the next level, where you'll find another two rooms. The first is the Library, which contains some books on the ancient history of the world, and in the second you'll find Helios, the third Mage. Talk to him to learn more about Damon Hokum, then leave the room and descend once more.

Again, the next floor has two rooms. The first is another Store Room, where you find Ullk Oil. The second room belongs to the fourth Mage, Kecelia. After a short conversation with her, it's time to head down to the Etherwell and meet all four Magi together. Leave Kecelia's room and go left. The first door on the next screen is another Store Room holding 50 GP and three Aether Drops. The second door is locked. Follow the path downward until you reach the Etherwell and the Magi.

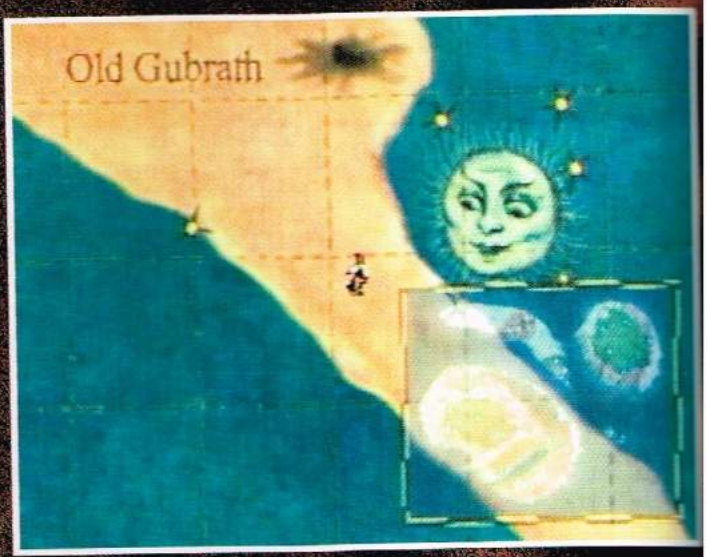
The Magi decide to take a hand. Your party will be split at this point.

A cut scene reveals more about what's happening in the world and what must be done to stop it. At this point, your party will split up. While Stinger and Harv-5 must seek the Natragor Codex in Gamathel's Tower, Windleaf must remain at the Academy and become a Mage.

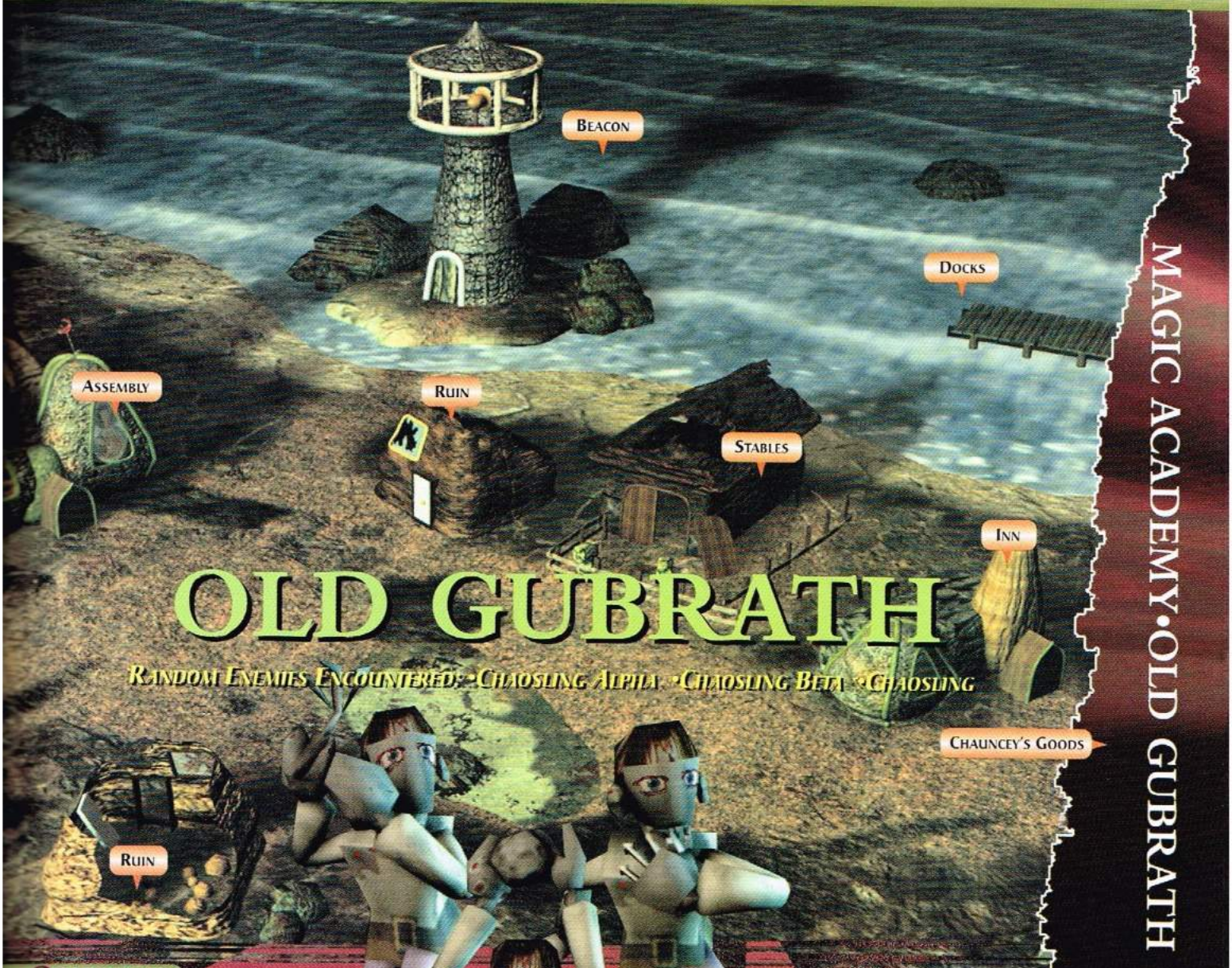
When the cut scene finishes you find yourself back in the Guest Room with Stinger and Harv-5. After Fessen tells you that Windleaf is staying, rest and save your game. Leave the Guest Room and attempt to leave the Magic Academy the way you came in. You will meet Fessen, who tells you to take an alternative route. Backtrack all the way down to the last, blue door before the Etherwell. This time, it is unlocked. It leads to a Chunnel that takes you directly to Siltheria. Here, Stinger and Harv-5 learn the Fire Twitch Attack – press × and ● quickly just before hitting your target.

When you exit the Chunnel, you arrive on a new section of the World Map. Go north to Old Gubrath.

You lose Windleaf temporarily as she trains to become a Mage.



Fortune smiles on your journey to Old Gubrath.



OLD GUBRATH

RANDOM ENEMIES ENCOUNTERED: •CHAOSLING ALPHA •CHAOSLING BETA •CHAOSLING

OBJECTIVES

- *EXPLORE THE TOWN AND COLLECT SOME ITEMS*

This location gives you the opportunity to rest and save your game, talk to various inhabitants, collect some stuff, and buy items from the shop. Here's a brief description of what's available as you work your way around the town in a clockwise direction.

ASSEMBLY OF KEERG

Inside this first building to the north, you find a Candle, an Aether Drop, and a Deathcheat. When you leave the Assembly of Keerg, head back to the center of the town and grab the yellow pick-up to get a Basket, Needle, and Thread.

OLD GUBRATH BEACON

This lighthouse stands a little to the north and east of the Assembly. On the lower floor are 150 GP and a Fyrn Tonic; upstairs you can find a total of 1,750 GP, an Aether Potion, a Gubrathan Bow, and some Steelblade Arrows. You also find the body of the lighthouse keeper. Check the chest at the bottom of the room and to the west of the keeper's body to find all the items.

Ruined Building Near Stables

Inside this small hut with a white door are some Nuts, Bolts, and Nails in a barrel, and some Soap behind another of Gubrath's unfortunate inhabitants.

Old Gubrath Stables

On the lower level of this building you meet another madman, and at the back of this room is a hidden Deathcheat pick-up. You can use the ladder to climb to the hayloft, but there's nothing of any interest there.

There's no need to bother with the ladder to the hayloft, really.

Old Gubrath Resort Inn

This building contains 25 GP, some candy, and a guy called Aviloo who offers you a room for the night. Rest up and save your game here.

Gubrath Dock

Go to the dock to grab an Armortrout and a Greencod from the end.

Chauncey's Goods

Here you meet another person who has yet to be affected by the evil pall hanging over the town. Chauncey has a number of items for sale.

Ruined Building Opposite The Assembly

On your way out of town, go in here to find a Wrench, some Spikes and a Hammer, as well as another poor man who's been driven insane.

Off to the Woods

Back on the World Map, head northwest until you find a clearing with a curious statue at the center. Read the note attached to the statue.

GUBRATH WOODS

Random Enemies Encountered: •Jackhammer •Ghoulbird •Rutabega X •Chaosling Alpha •Chaosling Beta •Chaosling Omega

Objectives

- *Get captured by the tribesmen*
- *Meet and team up with Xero Von Moon*
- *Defeat the Shamen and escape the village to advance to Gamathel's tower*

Although the situation looks bad, you'll actually gain another party member.

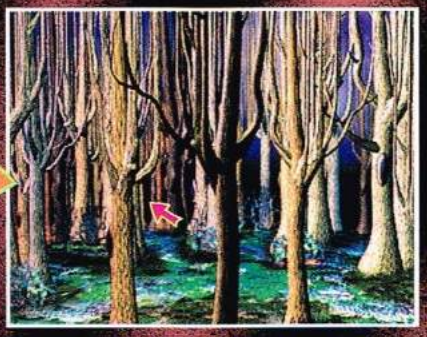
Use the diagram on the following page to navigate your way through this maze of woods to a point where Stinger stops and proclaims that you are officially lost. A stranger approaches, who is soon joined by more from the same tribe. Before you can consider a plan of action, they take Stinger and Harv-5 hostage!

Watch the cut scene that follows, during which you meet the wily Magewarrior, Xero Von Moon. After the cut scene has concluded, Xero will join your party. Defeat the Shaman and his minions, then watch the next cut scene, in which Xero introduces himself and suggests that the party escapes from the village while it can.

THE PATH THROUGH GUBRATH WOODS FROM THE SOUTH TO GAMATHEL'S TOWER

From the statue, take the path that leads northeast. All other routes lead to ruin.

You're on the right path. Head north and then cut through the trees to the right.

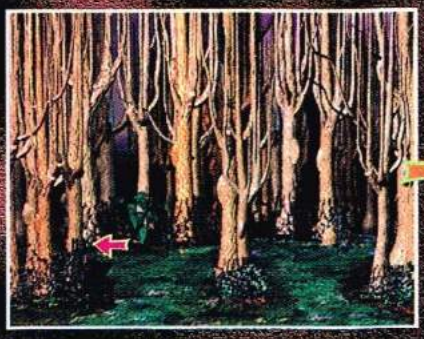


Pick up the two Vigor Pills then take the top-left path from this clearing.

Head directly north.

Keep going north. Stick to the path.

Turn left here, up to the northwest.



Go left across this screen. Again, up toward the northwest.

Pick up Gold and Venom Daggers here. Then turn right and head north.

Pick up the Gold and Pilj Syrup after you come from Gamathel's Tower. Then you'll be taken hostage.

Leave the Shaman's room via the ladder to the left, then fight your way south out of the village, exploring the huts and grabbing items as you go.

Once you are safely out of the camp, follow the sign to the right that points toward Gamathel's Tower.

Back at the Magic Academy, Windleaf has made an interesting discovery, which you'll learn about in a moment.

Free of the forest at last, you press on to Gamathel's Tower.

You'll find the Natragor Codex hidden away in Gamathel's Tower.

GAMATHEL'S TOWER

Random Enemies Encountered: •*Rutabega X* •*PorterKatt* •*Fledermaus* •*Mummified Warrior*

Objectives

- *Find the Natragor Codex*
- *Leave Siltheria*

Follow the path leading into the tower itself, and when your party has finished talking, you'll cut to a scene in the Magic Academy, in which Windleaf learns all about the evil power known as The Darg. When that's over, enter the room to the west of the foyer and examine the dead body. Grab the items and equip Xero with the Mage Helm before returning to the foyer.

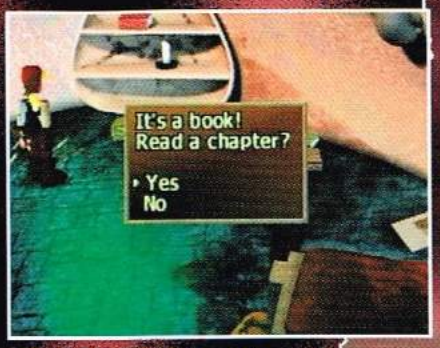
Xero can find some useful armor here. It's hard being just a head!

From here, go north into the main section of the tower, walk across the room full of bones, and climb the stairs in the next room, grabbing the Order Daggers as you pass. You emerge in the Grand Dining Room, where you can pick up a couple more items.

Go through the door in the top right-hand corner into the Master's Bedroom, and watch the cut scene. The treasure chest contains 225 GP, a Daro Root, and a Cerebral Jolt. Look beside the chest to find the Natragor Codex.

The object of your search – the powerful Natragor Codex.

With this done, return to the Grand Dining Room and go through the bottom-right door, into the Alchemical Chamber. Grab the Mage Gauntlets and go through the west doorway into the vaults, where there are 3,500 GP, a Defender Scythe, Gamathel's Sword, and some Mage Armor.



There's all sorts of useful information in these books.

Return to the Grand Dining Room and through the door in the top left-hand corner of the room to the Guest Chambers. There are books to read here. Go back to the Dining Room and through the final door to the cellar to have a look around. Now return with your prize to the Academy.

MAGIC ACADEMY

Random Enemies Encountered: •None

Objectives

- *Windleaf rejoins the party*
- *The party splits into two*

From the Chunnel, you are transported automatically to the Academy, where the Magi await you. Here, Stinger introduces Xero to Helios and Kecelia while Harv-5 hands over the Natragor Codex. Then Windleaf, having completed her training, enters the room.

Windleaf returns, trained in the art of new spells.

When all are present, Helios explains the two tasks that need to be completed in the next section of the game. First, you must find an item called "The Orb of Heavens," which lies in the depth of the Ziggurat. You must have the Orb to cast the spell of Banishment. Secondly, you must go to the subworld of Wyldern and explore it. Because your party now has four members, you will split up into pairs to perform these tasks. Harv-5 and Xero decide to make for Bene-Brokul and seek out the Windtravellers, who will take them to the Ziggurat. Helios suggests that Eyre visit Karillon, where they can summon the Elder Makers. But before you begin your quests, a cut scene shows a discussion between Damon Hokum and the dark stranger from Gamathel's Tower named Mannheim. They are aware of the Magi's plan and decide to set up a welcome party for you.

Damon Hokum and Mannheim know you're coming. This doesn't look good.

You must decide which quest you'll undertake first. The order you choose doesn't make much difference, but we played Harv-5 and Xero's quest first, so the next chapter reflects this. If you'd rather play the other quest first, flip to page 67.

Either way, you must share your inventory between the two parties before starting. You should divide equally all the Gold and basic items you've collected, like Stank Moss, Fyrn Tonic, and so on. Then give the other items to the party with the appropriate character; so that Windleaf has arrows, Stinger has daggers and Harv-5 has his special attack items.

BENE-BROKUL

Random Enemies Encountered: •Zombie •Skeleton •Ghoul Warrior

Objectives

- *Defeat the highwaymen*
- *Rid the town of Bene-Brokul of all creatures*
- *Go to the cave, seek help from the Windtravelers*

Leave the Magic Academy and go north to the village of Bene-Brokul. To reach the village itself, you must navigate a snow-covered pass. Take the path to the left and examine the dead body; it yields some useful items.

Make your way through the snow-covered pass to reach Bene-Brokul.

Continue along the pass and cross the small wooden bridge. You can't fall off it, so don't worry.

Once over the bridge, you enter a complex of ice caverns. Take the left path and collect the Elemental Charm. This unlocks the Ice Twitch Attack (press × and ■ in rapid succession). Keep following this tunnel round until you come out at a T-junction. Then head south to exit the caverns and get back onto the mountain pass. Head north. Before long, you encounter a band of highwaymen who demand a toll for you to pass. Kick their butts instead. With these thugs out

of the way, Harv-5 and Xero must make a run for the village before an avalanche engulfs the pass.

As you enter the village, three Zombies surround you. Cut them down to size, then go to the house at the top-right of the screen and knock on the door. This is the home of Ragark and Moira. Ragark won't let you in because he thinks you're Zombies, but his wife persuades him that you're not, and they finally allow you to enter. They will offer you anything you need from their hovel. You'll find some items of interest here. You can also rest and save your game.

In the morning, you must make your way around the village (or what's left of it) and kill all the Zombies that have taken over. But first, go down to the main square of the village and exit to the right, toward the Bene-Brokul Burial Ground. Here is what you'll find: Gold, Gems, Beans, Razordarts, Platemail Armor, Platemail Gauntlets, Platemail Helm, Armortrout, Qyg's Snuff, and an Aether Drop.

There's no love lost between Xero and the plague of Zombies.

Now return to the main square and take the exit to the west. Kill the two sets of Zombies there and then do the same in the southern section of the village, where three more groups lurk. From here, go to the right where a Ghoul Warrior and his cronies are waiting patiently for you to kill them. Having destroyed these, Xero believes the job is done, but Harv-5 suggests you should check out the Graveyard once more. Sure enough, upon re-entering this area, the SpiritStalker attacks!

Bene-Brokul is infested with Zombies. You must clear them all out.

With this demon destroyed, the villagers come out to greet you. They are grateful for your action and agree to summon the Windtravelers as a reward. Moira tells you to go to the cave in the town's southern section to find them. But before you do, wander around the village. There some goodies to be found, such as the Accuracy Amulet hidden in a pile of logs in the Farmer's Flat, and Clancy's, a fairly decent shop.

Now go to the cave and climb down to the lower section of the cliffs, where you'll finally meet the Windtravelers. Watch an excellent cut scene of your flight to the Uhndrashi Plateaus in the amazing flying machine.

The Windtravelers agree to fly you to the Uhndrashi Plateaus.

DEFEATING THE SPIRITSTALKER

The SpiritStalker is large, and fairly powerful, and has a 50% immunity to Xero's Psionic attacks, making it a tough monster to beat. To defeat it you'll have to use Harv-5's Ice Twitch Attack and use Xero's Psi Armor spell on Harv-5. Even though the SpiritStalker is resistant to Xero's magic, it's worth casting Psidagger at it, as you'll still do it some damage. The SpiritStalker has three spells of its own: Death's Fog Lo which will do 90 points of damage to each of your heroes, Weakmist which will severely weaken one of your characters, and Leechsoul which will suck 75 HP from one of your characters and give it straight to the SpiritStalker.

The Uhndrashi Plateaus form a giant, tricky maze.

UHNDRASHI PLATEAUS

Random Enemies Encountered: •*Sand Lizard* •*Killer Kaktus* •*Whipmaster* •*Macefist* •*Earth Stalker*

Objectives

• *Find your way to Siltheria*

You must navigate through the maze of the Uhndrashi Plateaus in search of Siltheria. From the landing site, go west and pick up some Gold and a Desert Pear. Retrace your steps and go farther east to collect a pair of Desert Gauntlets. Equip them and take the path that leads toward the southwest. On the next screen you can find Wyld Root, Gold, Gems, and Desert Armor in a giant bird's nest at a dead end on the left-hand path. The right-hand path leads deeper into the maze. Where the right path changes to grass, there is a junction with a trail to the north that yields Gold and Jewelry, but is ultimately a dead end. The east path is the way forward.

On the next screen, Xero explains that the city you seek is to the north. Head up the screen, staying on this path all the way until you take the right-hand branch at the top. On the next screen, head south. This leads you out of the Uhndrashi Plateaus, back to the main map screen.

You've found the Nomads at last. They don't relish the meeting, though.

You must now find a group of Nomads who move around this section of the world. Head northeast and notice the oases located throughout the desert.

Walk over to one and you'll either be told that the Nomads have moved on, or you'll find their camp.

You just have to look around this section and the one to the right, then check each oasis until you find them.

NOMAD CAMP

Random Enemies Encountered: •None

Objectives

- *Find the nomad camp*
- *Go to the Old Man's Tent and get the Temple Crystals*
- *Go to the Ziggurat*

After considerable questioning by the guards, you're finally allowed to meet the Poobah, the leader of the tribe. Xero can speak the sacred tongue fluently and convinces the Poobah that he is a Warrior Mage of the Uhndrashi. The Poobah then tells Xero that he should speak to a curious Old Man in the camp who knows how to access the Ziggurat, the resting place of the sacred Orb you seek. Leave Poobah's tent and go into the white tent to the southwest. This belongs to the Old Man. He informs you that you must endure many tests in your quest for the Orb, and he gives you two Temple Crystals that will let you enter the Ziggurat. He also advises you to get some rest and wait until nightfall before attempting to leave the camp.

Take the Old Man's advice and wait for nightfall to visit the Ziggurat.

Xero knows how to harness the power of the moon to unlock the temple entrance.

Now visit the other tents in the camp. In one you will have the chance to stock up on weapons and items, in another you can rest and save the game. Do so. Now, with the moon high in the sky, as you've followed the Old Man's advice, leave the nomad camp and find the foreboding temple. Xero now uses one Crystal to open the entrance to the moon side.

ZIGGURAT

Random Enemies Encountered: •Sandlizard •SandSkeleton •Eternal Guard •Flameworm •Flameguard •Tombworm •Moonguard •Khytynni Warrior •Underthing •Rasgar •Khytynni Wizard •Grand Khytynni •Vault Guardian

MOON SIDE

Objectives

- Get the Moon Key from the Moon Goddess

Harv-5 can sense the Moon Goddess is somewhere nearby.

Take the door on the right, turn left, and you'll reach a room with a large pool in the center. There are three doors leading away to the left and one door directly ahead. Go through the door directly ahead and follow the path to the left to reach the Moon Goddess. She gives you the first key you need to enter the center of the temple. You should now head back to find the Nomads again and rest till dawn. Then return to the Ziggurat in the daytime.

SUN SIDE

Objectives

- Get the Sun Key from the Sun Father
- Defeat two Khytynni guards
- Pass into the Hall of Spheres

The structure and layout of this side of the temple is a mirror of the Moon side, so make your way through and meet the Sun Father. He gives you the second key to open the sacred section of the temple. Go back to the room with the three doors. Using the two keys, you can now unlock the middle door. Go through and down the stone stairs into the tomb itself. Kill the Khyttynni and go north into the Hall of Spheres.

The Sun Father is the yang to the Moon Goddess's yin.

HALL OF SPHERES

Random Enemies Encountered: •Sandlizard •SandSkeleton •Eternal Guard •Flameworm •Flameguard •Tombworm •Moonguard •Khytynni Warrior •Underthing •Rasgar •Khytynni Wizard •Grand Khytynni •Vault Guardian

Objectives

- *Find and rescue Clemett*
- *Find the Grand Khytynni*
- *Enter the Vault of the Orb*

Clemett is trapped in a huge spider's web. He'll be a valuable party member.

Turn east, follow the path to the south (you can't avoid the traps), turn east again, and then north. The path winds west and you come to a four-colored switch that Xero believes to be broken. To the north is another. In the alcove to the left is a secret entrance to the Web. Here you meet Clemett the Gadgeteer, who is trapped in a huge spider's web. Xero frees him with a quick magic spell and a battle with a group of Rasgars ensues. After the battle, Clemett joins your party.

Leave the Web and examine the broken multicolored switch on the floor outside. Clemett tells the party he can repair these devices and opens a previously closed section of the tomb. Go into the passageway beyond, turn west, and follow the corridor until you reach a small room with snow on either side. This is what you find: Gems, Trooper Arrows, Uhndrashi Armor, 1,500 GP and 3 Fyrn Salves. Exit this chamber to the east and enter another section of the tomb. Go north as far as you can, then go through the last door on the west wall and into the Crypt. A friendly spirit appears and offers you the chance to rest and save the game.

Having rested, you should make Clemett the point man of your party. He can fix the broken switches to open new sections of the temple. Exit from the Crypt and go through the small door opposite the huge sun crest just to the south. Walk around this room and exit through the door opposite. Go south and open up the two doors you find. Start by going through the south door. Here you'll find a passage leading south with doors on each side. The west one leads to an area where Clemett finds some ammo for his gun. Get it then go through the east door, where some Khytynni warriors attack. You now meet Cook, who offers you a meal that fully restores the party's hit and magic points. Now leave the dining room, go south, then west, and enter a room with some more Khytynni warriors. Having disposed of them, you'll find a Gubrathan Bow, some Steel Arrows, 1,125 GP, Wine, and a Desert Pear. Now leave the room and follow the passage east. This leads to the Grand One's Domicile. Here you meet the leader of the Khytynni warriors, who tells you that he means you no harm, which is hard to believe. He knows you are seeking the Orb and explains that he and his fellows are its eternal guards. They want you to take the Orb, thus releasing them from their fate. You make a truce. Return to the Crypt to rest and save, then go back to the

Clemett means business. No one had better get in his way!

There's far too much to do in the Hall of Spheres to be waiting around.

HALL OF CHOICES

Random Enemies Encountered: •None

Objectives

- *Find the Hall of Choices*
- *Flip the switches to allow access to the Orb Vault*

Once inside the Vault, follow the path north, picking up the Gold, Uhndrashi Helm, and Aether Wafer. Suddenly, the floor falls away beneath you, sending you crashing down into the basement below. Take either set of steps back up to the main section of the Vault and go north again to the huge stone circle. Once again, the floor beneath you falls away and this time you narrowly miss a set of huge steel spikes below. Go up the stairs and into the Hall of Choices. Activate the lever in front of you twice so that the bridge leads to the rightmost of the three doors. Through here you'll find another lever. Activate it and exit through the door on the right. Now follow the passage around and go through the doorway on the opposite side to this chamber. Through here you'll find another switch. Activate it. Now go back to the passage and up the path that leads to the north, to reach the Sacred Chamber.

Activate the switches in sequence and you'll have no problems reaching the Sacred Chamber.

ORB VAULT

Random Enemies Encountered: •None

Objectives

- *Defeat the Vault Guardian*
- *Defeat the Grand Khytynni*
- *Escape before the Ziggurat collapses*

Now you receive the Orb and must retrace your steps to leave the Vault. However, when you meet the Khytynni again, they try to double-cross you, so you must fight them to escape. Once you have won the battle, the entire building begins to shake and huge blocks start falling from the ceiling. You have six minutes to escape the collapsing Ziggurat, and a horde of Khyttynni. Head out of the Grand One's domicile and take the first passage north. Keep going north, then head east at the Quad. Turn up to the north, and take the first left into the Hall of Spheres. Head north, go west at the end, and take the doorway to the south. Back in this first chamber, take the stairs to the right and head south through the Moon Side of the Ziggurat. You'll make it in plenty of time if you flee from every battle.

Defeating the Vault Guardian

You get the feeling that the Vault Guardian's heart just isn't in this fight. Not only is it pretty easy to win, she'll heal you at the end, too. Just use your characters' standard attacks, and you'll easily survive this one.

SILTHERIA WORLD MAP

Random Enemies Encountered: •None

Objectives

- *Travel to the Uhndrashi Plateaus*

Leave the Ziggurat, go east through the mountains and back onto the Uhndrashi Plateaus. Head for the point where you left the Windtravellers. When you arrive, your friend is nowhere to be seen and the party decides to make its own way. Go back across the Uhndrashi Plateaus. Just before you exit to the world map, take the last path west.

This is the path you should take to find the door to Artelier.

UHNDRASHI PLATEAUS

Random Enemies Encountered: •Sand Lizard •Killer Kaktus •Whipmaster •Macefist

Objectives

- *Find the door to Artelier*
- *Defeat the Guardian for passage*

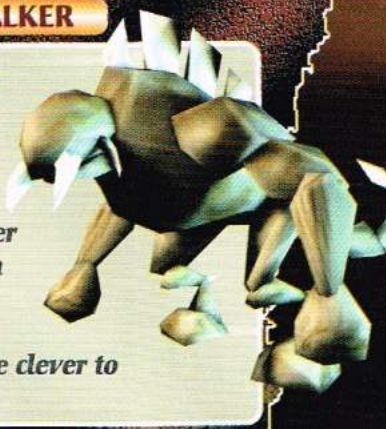
This winding path will lead you to Artelier's door and a battle with an EarthStalker. Defeat your foe and then pass through the door to gain access to Artelier.

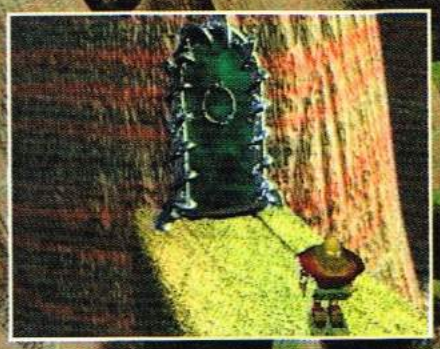
Defeating the EarthStalker

This colossal guardian of the doorway to Artelier should be a relatively straightforward challenge for you by now.

Have Harv-5 use ordinary Twitch Attacks, as the EarthStalker has a ward against damage from Fire and Ice attacks.

Xero's spells work just fine against it. Clemett will have to be clever to counter its wards.





Artelier's Door

Once the EarthStalker is dead, you'll be able to open Artelier's door.

ARTELIER

Random Enemies Encountered: •None

Objectives

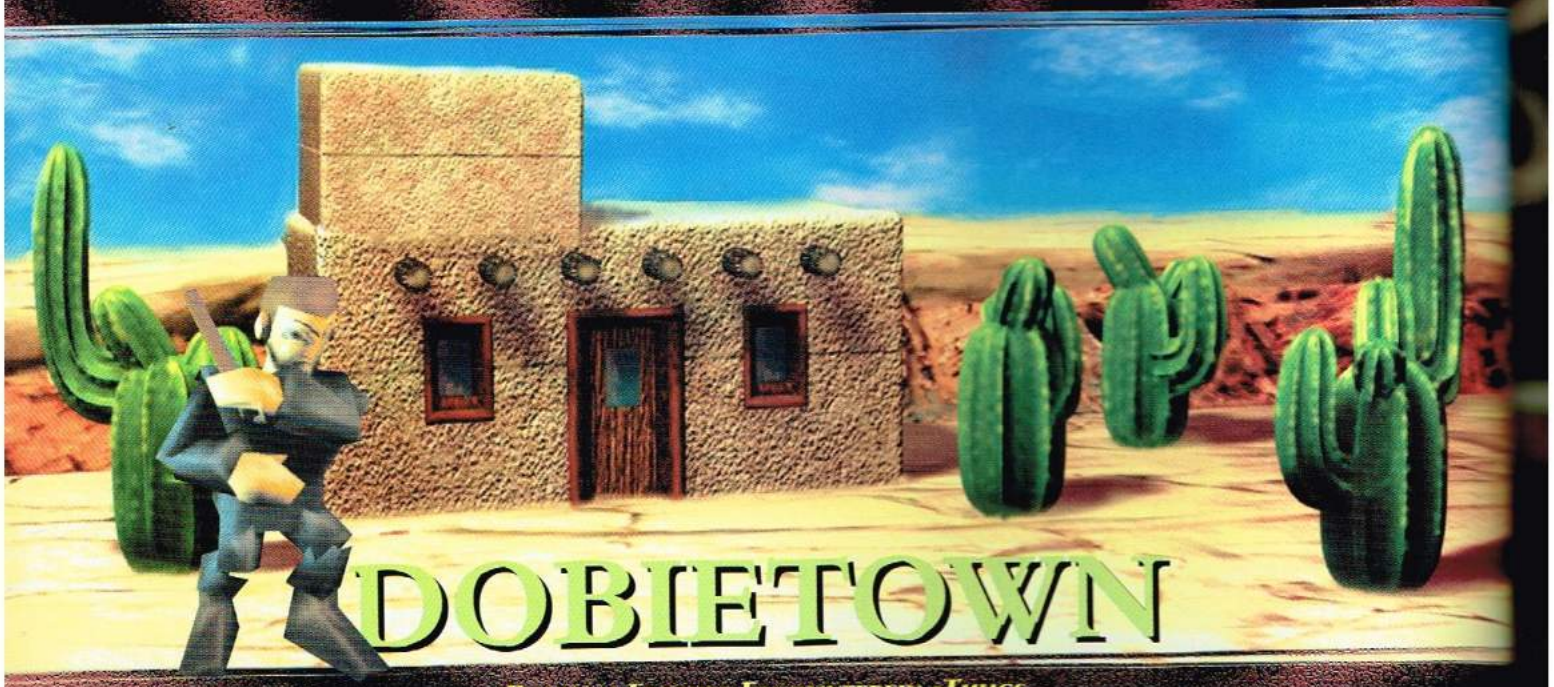
•Get some background info

Once inside, climb the cargo net to the second level of this area and talk to the Loreman and the Loremaid. They tell you the vile Mannheim attacked and killed everyone there except them.

Apparently, Mannheim was looking for a sacred tome which they no longer keep in their library. Have a look around and read up on the Gadgeteers. Now go back down to the lower level and exit through the door to the left. You end up back on the main map screen.

The book you're looking for isn't here, but you can still read about the Gadgeteers.

Do a quick save before heading south to Dobietown.



DOBIETOWN

Random Enemies Encountered: •Thugs

Objectives

•Nothing essential

Dobietown is not essential to visit, but you do get the chance to earn 2,000 GP to clean up the town. Clear the bar, then head east to the jail and do the same there. Go southeast to another bar and another fight, then go southwest from the town square to fight two gangs outside the Mayor's House. Now, go in and talk to him, then head back to the town center, and beat the Thug Leader. Return to the Mayor's house, and you're offered the bounty money. Refuse it, and you'll get some items of Matador Armor. In Antonia's shop next door to the Inn is a bonus reward. Save, and head southeast to New Gubrath.

You're basically heroes-for-hire in this section of the game.

There's a 2,000 GP price on the Thug Leader's head. A tempting prize.

NEW GUBRATH

Random Enemies Encountered: None

Objectives

- *Release Clemett's friends from jail*
- *Visit the townsfolk*
- *Find Stanley's and Murphy's Mission Control Room*
- *Defeat Stanley and Murphy*
- *Find the Bogway entrance*

From the point where you enter the village, go north and then into the town Inn (the large white building directly ahead of you as you enter the town square). The woman behind the bar tells you that two Gadgeteers, Stanley and Murphy, have gone mad and kidnapped some people. Listen to what she has to say, then rest the party and save your game.

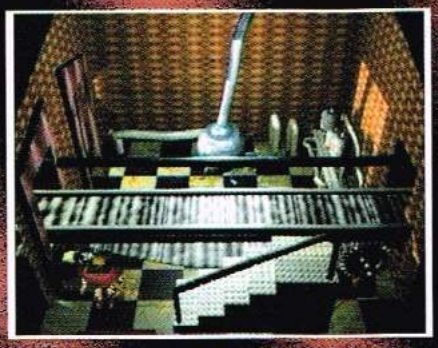
Stanley and Murphy used to be Clemett's friends, but now they've gone bad.

In the morning, go to the Gubrath Pokey to the west of the square. Release the villagers locked up there. Now head for the Gubrathan Bog entrance, which is along the path that leads northwest from the main square. You discover that the gate is locked (by Stan and Murphy) and opening it is your next task. To do so, you must first go to Clemett's house on the far eastern side of town. Clemett tells the party that to open it, he'll need a Regulator, a Dual-Burner, and a Projector.

Clemett's got a nasty surprise waiting for him back in New Gubrath.

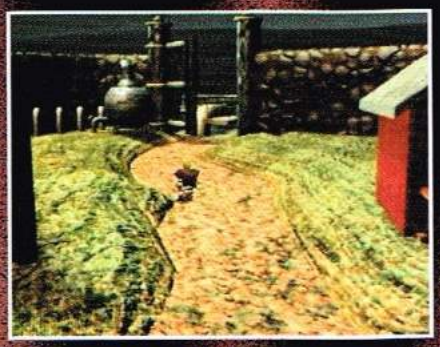
You can get a Regulator from Mrs. Hamme, who is upstairs in the Gubrath Mercantile, the house to the left of the Inn. Get the Projector from Levy, whose house is on the other side of the Inn. The Dual-Burner is in the possession of Hendy the blacksmith, whose house is the first you pass as you enter the village. Go back to Clemett's

SHADOW MADNESS



You'll need to search the town for the objects Clemett needs to open the door.

house with all three items and let him gain entrance. Once inside, go left on the escalator and then use the Warp Pad to reach a room where you find a chute leading up to Mission Control; here you'll meet Stanley and Murphy, who are not acting normal at all!



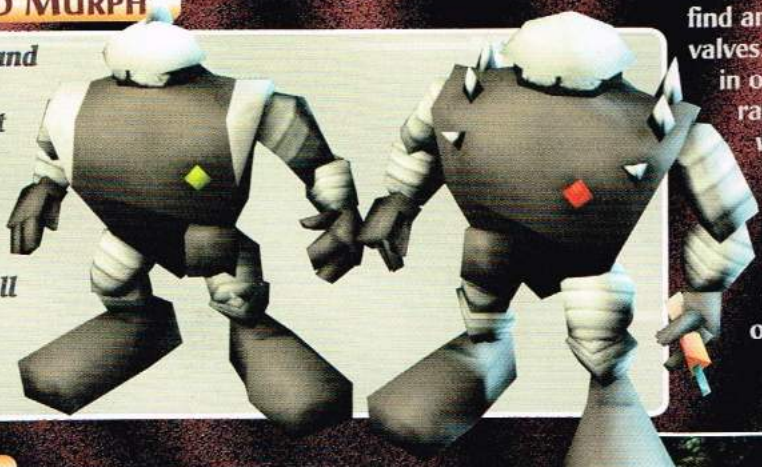
Stanley and Murphy stand between you and the Bogway. Defeat them!

When the party has disposed of Stanley and Murphy, Clemett activates the switch to open the entrance to the Bogway. Go back there. The Bog pathway is a large maze that leads to the Siltheria Plains. To open the gates on the other side, you must find and activate three valves. These must be done in order, since each valve raises a section of the walkway that makes the next valve in the sequence reachable.

Navigate through the maze until you reach the locked door on the other side.

DEFEATING STANLEY AND MURPHY

Despite their tough approach and boastful nature, this pair of clowns is dead easy to take out with the usual combo of Harv-5's Ice Twitch Attack, and Xero and Clemett's long-range attacks. Stanley and Murphy are resistant to 50 percent of all magical attacks, so use Xero's standard long-range attack rather than casting spells.



GUBRATH BOG MAZE 1

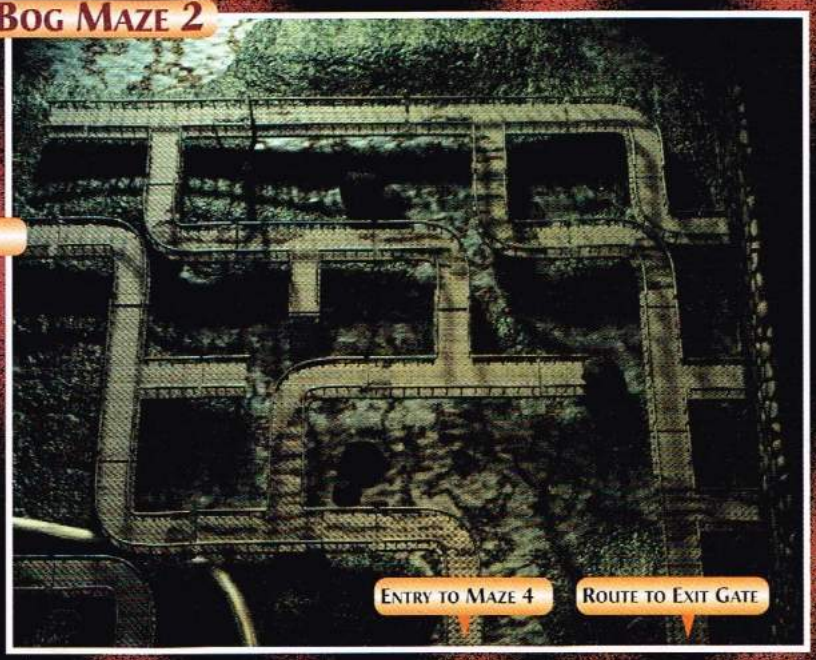
You must hit the valves in sequence to get through the whole maze.

TIP

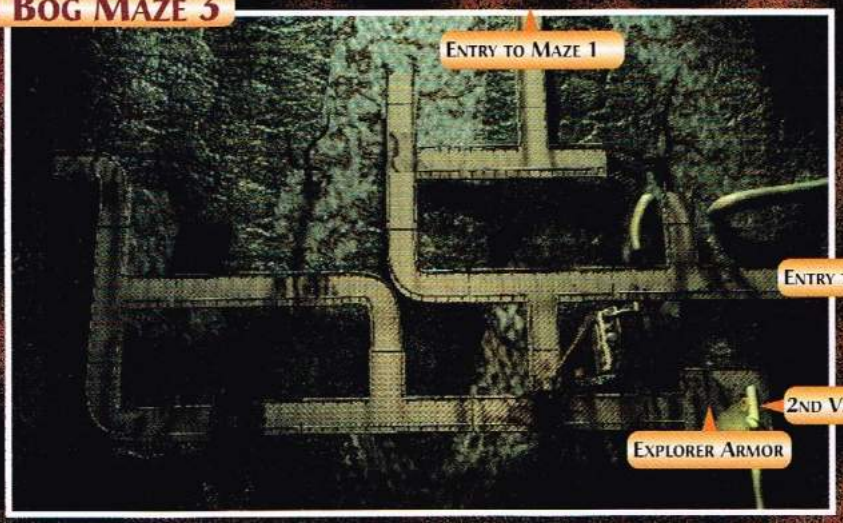
Navigate the mazes in the order 1, 3, 4, 2, 1 to reach the first valve. Now work backward, hitting the valves as you go. Get the Explorer Armor and Helm from Mazes 3 & 4.

GUBRATH BOG MAZES THE QUEST

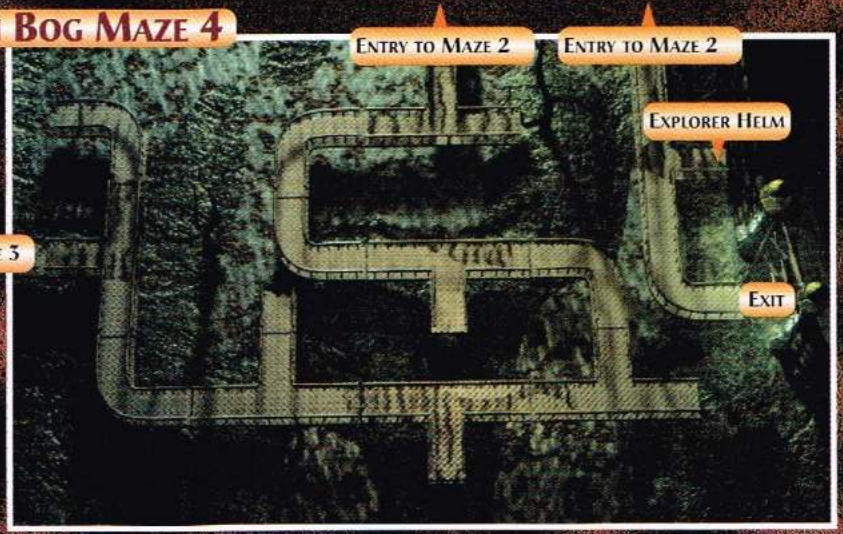
GUBRATH BOG MAZE 2



GUBRATH BOG MAZE 3

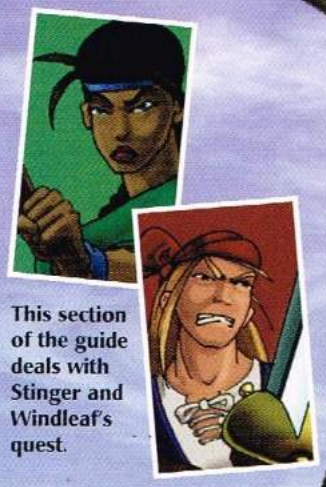


GUBRATH BOG MAZE 4



Once you have safely made it through the Bog, head south, through the Gubrath Woods, back to the Chunnel, and from there into the Magic Academy.

Well done! Harv-5, Clemett, and Xero have achieved their tasks for now. They must now wait for Stinger and Windleaf to accomplish their own particular quest.



This section of the guide deals with Stinger and Windleaf's quest.

KARILLON

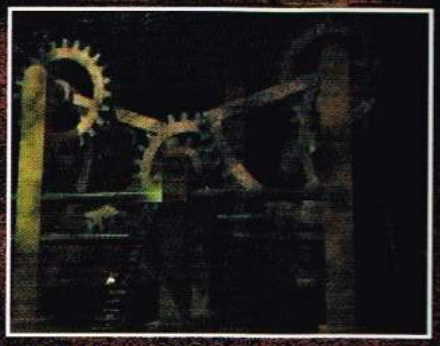
Random Enemies Encountered: •None

Objectives

- *Stinger and Windleaf take the letter to the Council*
- *Visit the Bell Tower and defeat the Dethknoller*
- *Ring the bells and summon Eyre*

Leave the Magic Academy and head back to Karillon. Go into Hightowne and give the council members the letter from the Magi. The letter tells the people of Karillon to ring the city bells, but when they try, they discover that the ringer is not working. Stinger and Windleaf are sent to the Bell Tower (to the east of the council building) to investigate the problem. Here they find the Dethknoller. After defeating this monster, report back to the Council. You are told that you must find a tome called the Clockwork Codex, which is kept in the Hall of Wisdom. You are also told that you should talk to Liam, who lives in the city, because he can help. Before leaving, read a few books on Wyldern; you'll be going there soon. Go to the Hall of Wisdom, grab the tome, and then go get Liam.

With book in hand, go back to the Bell Tower and fix those bells. Attend to any unfinished business in the city, like visiting your shop, before going to the Docking Bridge, found to the west of the Council, and watching the Floating Gadgeteer City dock.

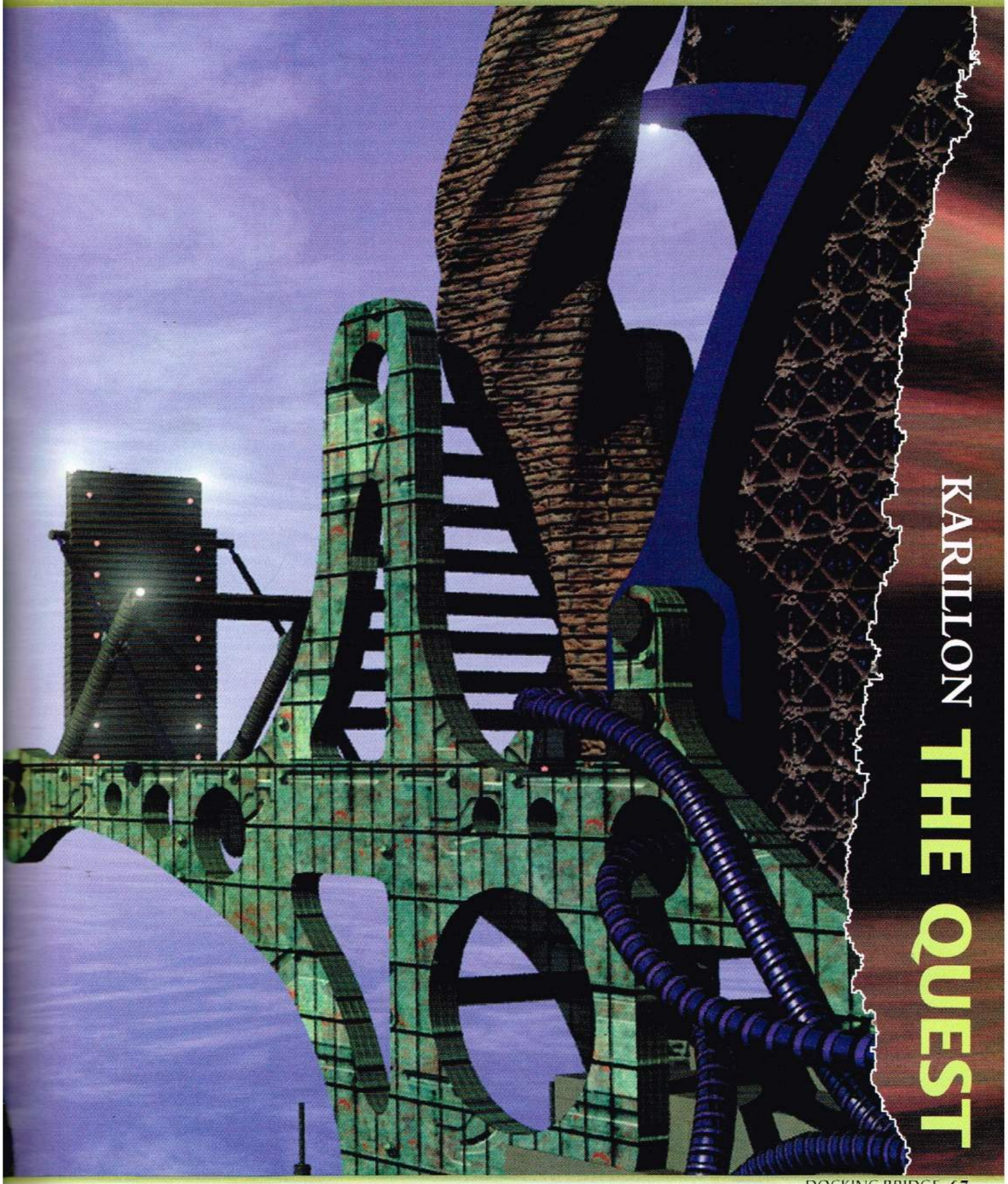


The Dethknoller has taken over the Bell Tower. Defeat him to advance your quest.

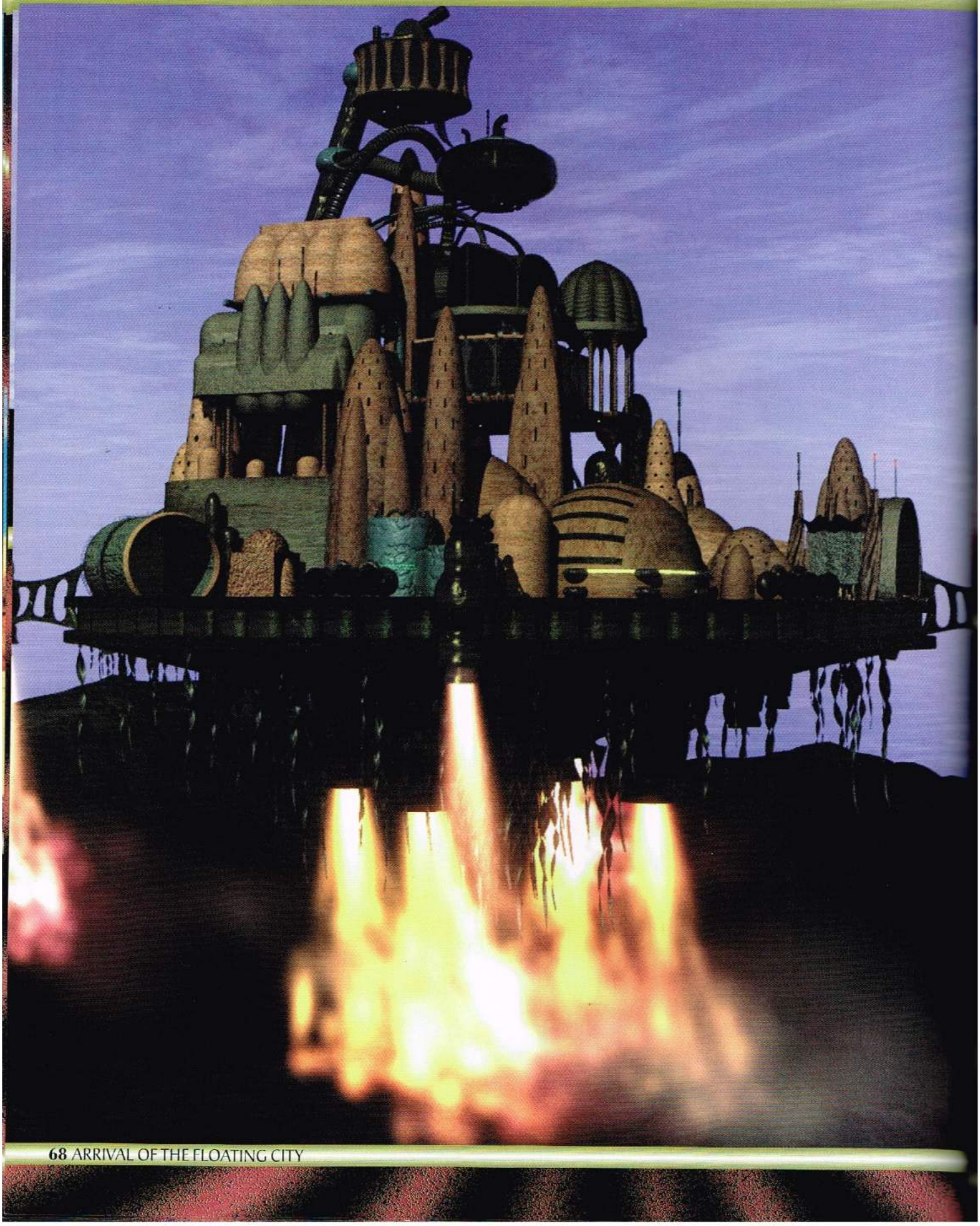
Nothing's gonna hold back these two for long!

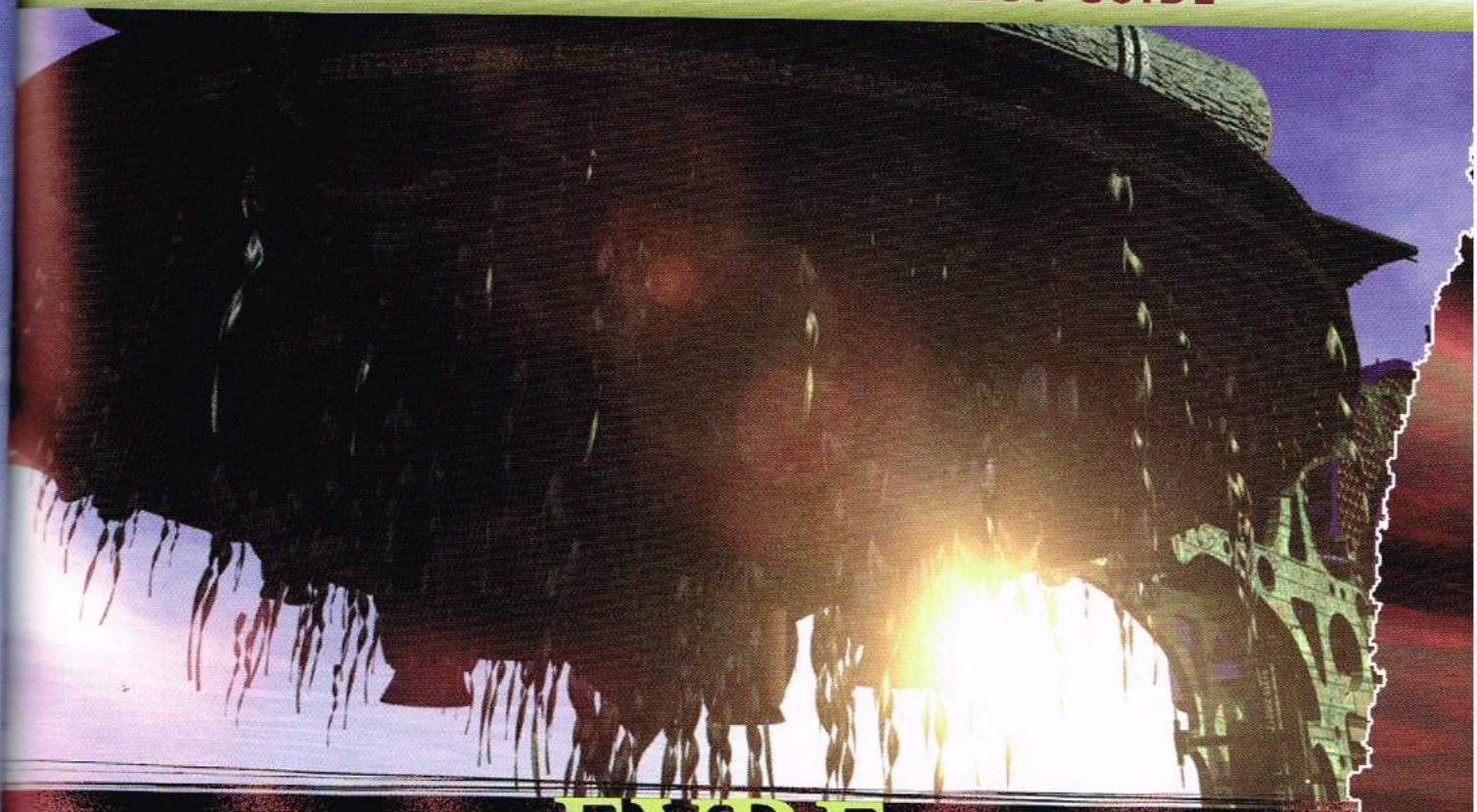
You'll need not only the Clockwork Codex, but also Liam to fix the city bells.

Make sure you've tied up all loose ends before going to the Docking Bridge.



KARILLON THE QUEST





EYRE

OBJECTIVES

RANDOM ENEMIES ENCOUNTERED: •NONE

- *GO TO THE LAUNCH SITE OF THE SUBMARINE*
- *ARRIVE IN LOCH DOMAIN, UNDERGO TRAINING*

Once the Floating City has docked, Stinger and Windleaf are allowed to enter. They are then taken to the Elder Makers: the secretive High Lords of the Gadgeteers. Stinger and Windleaf are told that the only way to get to Wyldern is through an underwater passageway. To access this, they'll need to use an invention of the Gadgeteers—the Submarine. However, they'll need training to operate it.

Einn is one of the High Lords of the Gadgeteers. He'll tell you that you'll need to pilot the Submarine.

The Gadgeteers' Floating City is a pretty impressive place!

Use the elevator to explore the huge floating city.

Tell the Elders you are ready to leave Karillon and then have a look around the city.

Take the elevator to the Recreation Level to stock up on supplies, rest, and save the game. Go to the Equipment Deck on this level to get some training in how to use the Submarine.

Now you can enter the underwater passageways of the Great Vortex.

EYRE

Random Enemies Encountered:
•Creatures of the deep

OBJECTIVES

- *Navigate the underwater maze and travel to Wyldern*

While you're on Eyre you might want to do some shopping. For healing items and the like, visit Harry's Curio Shop on the recreation deck—it's the last doorway on the right from the entrance.

The next doorway north is Wilhelm's Armorshop which has some fabulous, but very expensive, armor for sale. Head north to Stuart's Fine Weapons, where you may be tempted by his disarming sales technique. The last shop on this side is the Gadgeteria, which has some expensive and incredible magical items for sale. While you're in the area, it probably makes sense to go over to Eyre Bed & Breakfast on the other side of the Recreation level and save your game.

When you're finished shopping, go back and see the Elders on the Habitat level, there'll be a cut scene of Eyre leaving Karillon, and then the Elders will tell you to report to the Hall of Vehicles when you're ready to launch.

Go back to the Recreation level and the first door to west. Do your training and launch the Submarine. Time for Disc 2 of the game!

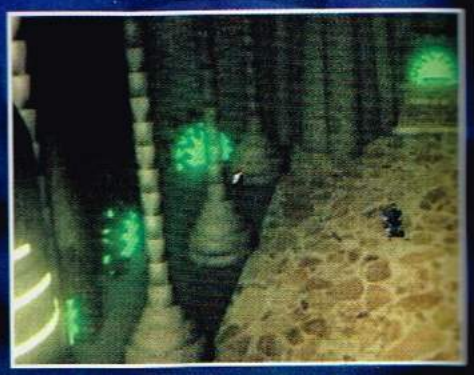
Visit Harry's Curio Shop to stock up on healing items.

Wilhelm's Armorshop sells extremely fine armor—but at a price.

There are plenty of death-dealing implements to be had at Stuart's Fine Weapons.

The Gadgeteria is Wilhelm's Armorshop for magic—well-stocked, but highly expensive.

Again, don't pass up the chance to save the game. Make for the Bed and Breakfast.



The Elders direct you to the Hall of Vehicles to receive your submarine training.

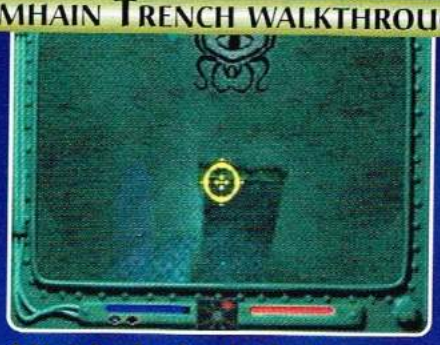
SUB MADNESS

EYREWORKS BARREL SUB CONTROLS

To operate the sub, use the D-pad for direction. The × button is the throttle, the ▲ button is reverse. You can fire your weapons with either the ■ or the ● button, and cycle through your available weapons with L2 and R2. You have two weapons—an automatic machine-gun and a forward-firing rocket.

DOMHAIN TRENCH WALKTHROUGH

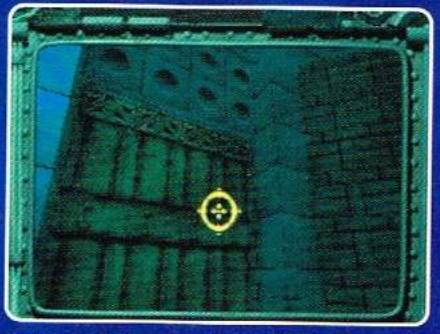
1. In the first chamber, kill the creature and head downwards.



2. Next chamber, keep heading down.

3. Go through the hole in the wall, kill the monster, collect the weapon power.

4. Go through the door, kill the monster, collect the power. Kill another monster.



5. Through the next door, kill the monster, collect the health.

6. Go down and right through the corridor here.

7. Left at the end, kill the monster, round the corner, kill another.

8. Head on downward. Left at the end.

9. Through the door, head left.

10. Take the last exit—here, on the left. Switch to rockets. Kill the tough monster.

11. Go through the doorway to the left.

12. Head to the exit. And you're through! Next stop, Wyldern.

DAIGLO'S DOCK

Random Enemies Encountered: None

Objectives

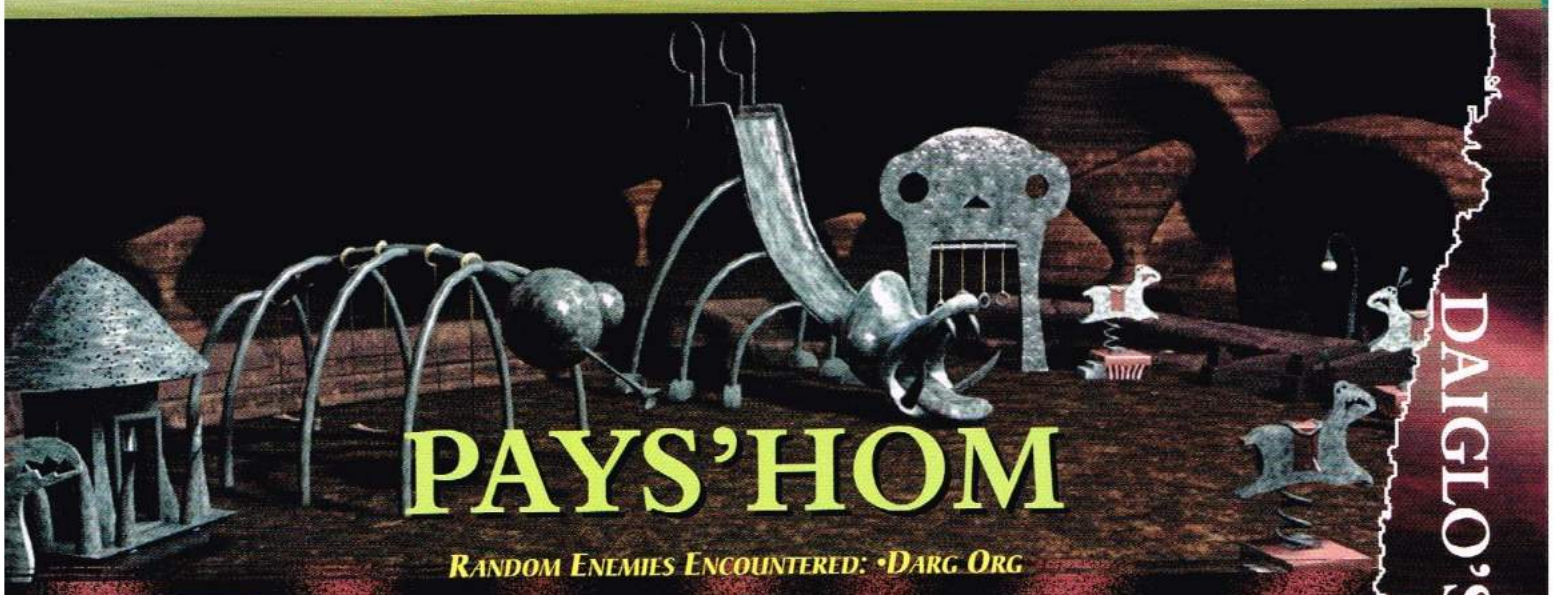
- *Get information, rest, and collect items*

You arrive on a dock at the other end of the underwater tunnel. Go into the nearby house, where you'll meet a Toparri man called Daiglo. Pick the lock to open the chest in the corner; it contains a Travel Cloak, Thievin' Gloves, and an Incognito Helm. As you leave the house, Daiglo calls you back to tell you that Hokum's fiends are savaging the town of Pays'hom. He then offers you a place to stay for the night, so rest the party and save your game—the going is about to get tough.

When you leave Daiglo's house in the morning, you appear on a large map of the underworld. Go east to the village of Pays'hom.

Daiglo's house has all manner of useful stuff to find.

The section at the dock is a brief period of calm before the storm begins...



PAYS'HOM

Random Enemies Encountered: •Darg Org

Objectives

- *Meet Jirina*
- *Progress to the Hexite mine*

As they enter the village, Stinger and Windleaf are approached by a female Org named Jirina. She believes you to be a foe, but when two of Hokum's Commandos enter the area and try to capture the party, Windleaf gives Jirina an ultimatum: fight alongside her and Stinger or be captured. Jirina joins the party.

Once the Commandos attack, Jirina will agree to join your party.

Kill the Commandos and head north toward the village center. Cross the bridge and then take the path that leads northwest. The first house in the village is a storeroom. There is fighting here but also Hexite (the underworld equivalent of gold) and a War Drink. Continue west and the path splits. Take the right path and go deeper into the village.

The guards aren't quite as swift with wordplay as Xero.

A temple to your left yields items, but your quest lies up the ladder on your right. The first building you come to is the Smithy, but the Smith isn't very friendly and asks you to leave. Go up the next ladder, back over the top of his shop, and then over a small bridge to a crossroads.

To the west is the Old One's Abode, where you'll find Hexite, Assassin Armor, and a Spellblind Helm. The path leading east takes you to a temple containing Hexite and a Tync An'Sar. The path north takes you deeper into the village. You then come to a choice of paths; it doesn't matter which you take. The left path leads first to the Stonecutter's House and then to the former home of Jirina's mentor. Above the Stonecutter's House is Jirina's House, where you can rest, save the game, and pick up the Psion Earring from behind the stove. The right path goes to the Pacifist's Home, and then to Jirina's House. Follow on and you come to Torr-tuk's Novelties and the house of an angry family. Both are deserted. Next is the Guardhouse where there is a battle and a pair of Assassin Gauntlets.

Jirina's village is crawling with guards. Take them all out.

HEXITE MINE

Random Enemies Encountered: •Darg Org •Skittervore •Traahg •Chigger •Macefist •Dropjaw •Darg Org Scientist

Objectives

- *Get the Bronze Key*
- *Free the prisoners*
- *Find the Bronze Two Access Point*

You are in the caves. Go toward the light and follow the passageway past the locked door to find the guards who have the Bronze Key. Defeat them and then return to unlock the door. This leads to a prison block where miners have been locked up in two cages. First free them, then continue to the far right of the complex where a storage room contains some Allstriker Daggers. Work your way left to find two sets of guards' quarters, the first of which contains valuable items. Still going left, you come to the Mess Hall, which is directly in front of where you entered.

There are a lot of prisoners to rescue and lost children to find in the rambling mines.

There are more guards here. Next you will come to another storage room where you can pick up an Aether Drop and a Fegglenut. The final door leads to a Bronze Two Access Point. Defeat the guards, climb the ladder, and enter the pipe in the corner of the room to get access into the maze (see the map over to the right of the page).

The vault on the southern wall of this first section contains a Warbird Bow, and some Hexite.

Windleaf's magic powers are just what you need in this section.

When you've got that, Windleaf casts a Shatter spell to clear the path that allows exit via the Petit Vault in the northwest. It's time to perform good deeds here; rescue prisoners and lost children. The Healing Waters will revive the party and supply food, but the dog house is empty. You may reenter the southern section via the Petit Vault in the southeast (after Windleaf casts another Shatter spell). Once through here, you can take on the guard in the Guard Station and go down to the vault in the southeast corner to collect the Stoutsoul Blade, and some Ares Arrows.

Your final destination is the Bronze One Access Point to the far northwest.

BRONZE ONE

Random Enemies Encountered: •Darg Org •Skittervore •Traahg •Chigger •Macefist •Dropjaw •Darg Org Scientist

Objectives

- *Find and defeat the Captain*
- *Find the Silver One Access Point*

Go down the ladder and through the wooden door at the bottom. Head east until you reach three doors. The first is a Sleeping Area where you can rest and save your game. The second is inaccessible, while the third leads to the Work Area. Having killed the guards here, the miners tell you that they've dug a secret tunnel; you can find the entrance on the south wall. There are two other doors here: the left takes you back, the right is an occupied Guard Room.

You're deeper still into the mines. Careful!

Fully rested, enter the secret tunnel and follow it until you meet the Captain and his guards, who have discovered the secret tunnel. As soon as you eliminate them, the ground beneath the party gives

BRONZE 1 MAZE

way and sends you crashing down onto the rocks below, losing 25 HP in the process.

Get up, dust yourselves off, and jump eastward from rock to rock, picking up the Penetrator Daggers along the way. Climb the first ladder you come to. This leads to Level Silver One.

Keep going east across the rocks and you'll find the ladder to the next level.

SILVER ONE

Random Enemies Encountered: •Darg Org •Skittervore •Traahg •Chigger •Macefist •Dropjaw •Darg Org Scientist

Objectives

- *Find the Silver Two Access Point*

Make your way through the maze to Level Silver Two Access Point in the far southeast and climb the ladder there. Go to either dead end in this maze and the party will comment on the absence of people around.

Where's everybody gone?

Silver 1 Maze

SILVER TWO

RANDOM ENEMIES ENCOUNTERED: •DARG ORG •SKITTERVORE •TRAAHG •CHIGGER •MACEFIST •DROPJAW •DARG ORG SCIENTIST

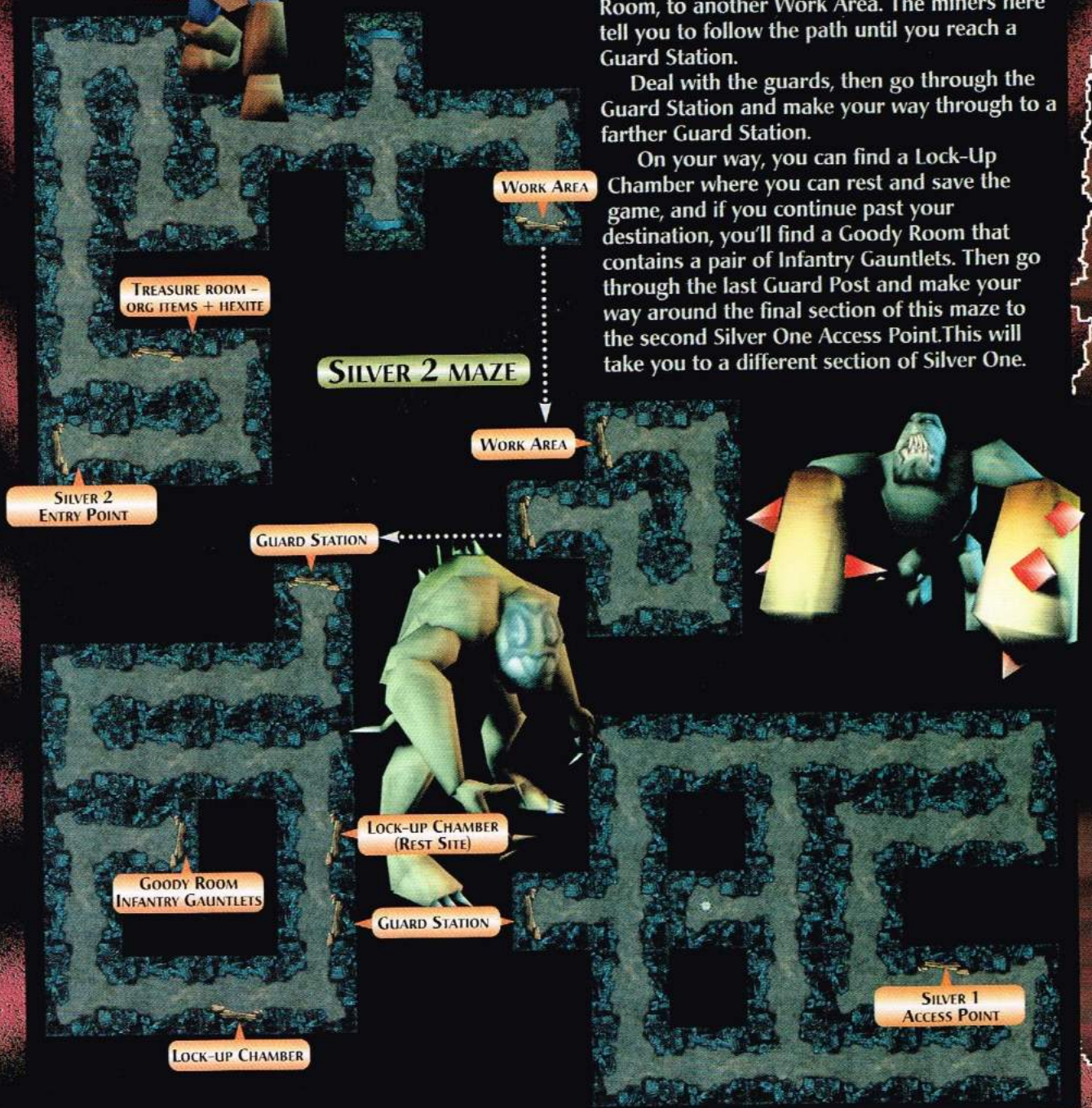
OBJECTIVES

- FIND THE SECOND SILVER ONE ACCESS POINT

You enter a maze that leads, via a Treasure Room, to another Work Area. The miners here tell you to follow the path until you reach a Guard Station.

Deal with the guards, then go through the Guard Station and make your way through to a farther Guard Station.

On your way, you can find a Lock-Up Chamber where you can rest and save the game, and if you continue past your destination, you'll find a Goody Room that contains a pair of Infantry Gauntlets. Then go through the last Guard Post and make your way around the final section of this maze to the second Silver One Access Point.This will take you to a different section of Silver One.



SILVER ONE

Random Enemies Encountered: •None

Objectives

- *Find the Section Captain*
- *Find a Silver Key*
- *Get back to the Silver Two Section*

Collect treasure and visit the Healing Waters in this section of the maze before heading for the exit on the north wall. Here you'll meet with an old acquaintance of Jirina, Section Captain Greevus. After you have done battle with him and his guards, Windleaf finds a Silver Key lying on the floor. Go east and pick up the other items in this room.

Go all the way back to the river access point. At the bottom of the ladder, turn east. Here you'll find a second ladder that leads to the gold section of the mine.

Section Captain Greevus was responsible for enslaving Jirina's people.

GOLD ONE

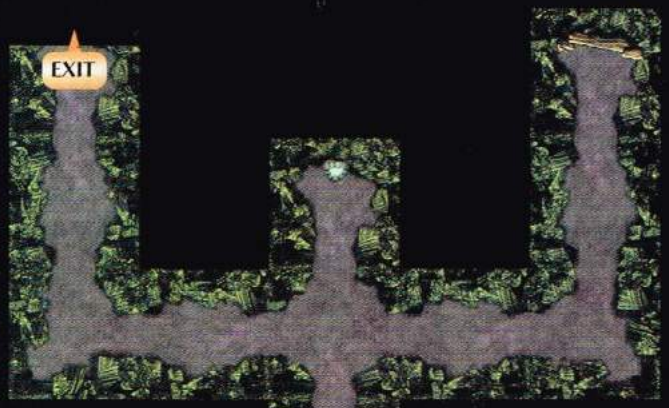
Random Enemies Encountered: •None

Objectives

- *Find the Gold Two Access Point*

Go first to the Crematory and relieve the guard of his duties. Then go to the Executive Suite where you'll meet some more guards. Kill them, rest your party and save the game. You will also find Hexite and Burvine Leaf here.

The door to the north is locked; you need the Gold Key to unlock it, so continue your adventure by going through the Gold Two Access Point.



Gold 1 Maze

Avenge Jirina's people and leave no mine guard alive.

There are a lot of valuable items scattered around the mines.

GOLD TWO

Random Enemies Encountered: •Darg Org Scientist

Gold 2 Maze

Objectives

- *Find the Darg Org Scientists*
- *Collect the Gold Key*

Orgs aren't too picky when it comes to canteen hygiene.

In the Mess Hall you find nothing but the mess of putrefying corpses. In the Gentleorg's Club you can make a mess of your own, but the object of your excursion into this area lies in the Rookery. To the far left of the Rookery is a Tync An'Sar, to the far right, some Hexite. The door on the left leads to a Guard Post manned by a solitary, drunken guard. The door to the far right leads to a storage room containing the Girdle of Wonder. The door in the middle leads to the Room of Infernal Machines. Enter here to fight the Darg Org Scientists and collect the Gold Key. Now return to and open the locked door in the north of Gold One Section.

With the Gold Key found, you can unlock the door back in Gold One Section.

The mineworkers aren't going to be truly free until you defeat the Minelord.

Go meet the Minelord. He is residing in an area called the Belly of the Beast, which lies up the pipeway you'll find. You must battle the Minelord to free the workers.

DEFEATING THE MINELORD

Don't cast any Earth or Fire spells at this nasty overlord; he's resistant to them. The same goes for anything that causes Sleep, Poison, or Stone effects. He's got 595 hit points to deal with, so make sure Stinger gets those useful Twitch Attacks working!

When you've slain the Minelord, his body emits a gas that knocks the party out cold. You awake outside of the Hexite mines and back with Daiglo.

The party can now leave Pays'hom when it wishes, though you may want to do some shopping first.

MICHI

RANDOM ENEMIES ENCOUNTERED: •NONE

OBJECTIVES • *NONE*

There's also some valuable armor to be found in the village.

Michi's on your way to the Army Garrison, so you can stop off for a break if you want.

You do not need to visit the village of Michi, but it is on your route north to the Army Garrison. You can buy and sell items here, find some Michi battle gear for free, and also rest and save the game.

ARMY GARRISON

Random Enemies Encountered: •Darg Org

Objectives

• *Assassinate General Pogras*

Your first encounter at the Garrison is with a group of guards fleeing through the woods. The party must then infiltrate the Garrison. To do this, Jirina takes the lead because she can disguise herself as a guard. Stinger and Windleaf pose as her prisoners.

The first section of the Keep has five tents. The farthest on the left is the Barracks, which hides Hexite, Wyld Root, Waken Powder, and Shine. Continue north from here and you'll come to a crossroads.

Once the guards are disposed of, Jirina puts her plan into operation.

It'll work! Jirina is disguised as a guard, so the ruse appears plausible.

Left takes you to the War Room, right takes you to the Mess. Go straight ahead, to the next section of the Keep. From here, left takes you to the Torture Chamber, where you can play the first Gadgeteer Simulator (see Appendix One). The first right is the Officers' Quarters. There are Arrows and a Salve here, as well as Hexite. The second right takes you to the Vault, where you'll find Nor Moss, 2nd Chance, an Earthbane Sword, a Lifegiver Bow, NuBattle Armor, NuBattle Gauntlets, a NuBattle Helm, plus Hexite. The second left leads to the Hall of Hammocks. Through the Hall is Pogras's Pad.

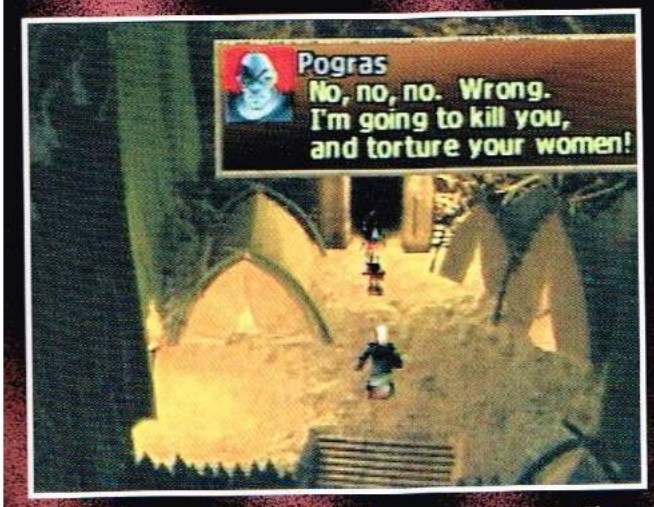
Pogras eludes you, but the guards, who are really Gadgeteers, help you to escape.

Pogras is asleep, but awakens to cast a Sleep spell on the party and imprison them in a Holding Cell. Fortunately, the guards who have taken them there are Gadgeteers in disguise, and you can escape. The Gadgeteers arrange to meet you at the MOLE, to tunnel your way out of the Keep. Leaving the Holding Cell, the party enters another Cell Block where there are other prisoners to release. You can't release them until you come back to the Garrison the second time. There is then a Guard Post to the west that leads back to the junction where you were captured. Return to Pogras's Pad and grab the Deathguard Armor. Now exit the Garrison the way you came in. You'll have to fight Pogras on the way to the MOLE. Once on board, it's back to Arkose, the Magic Academy, Harv-5, Xero, and Clemett. You've finished Windleaf and Stinger's quest.

Don't leave without releasing the other captives.

(Above.) The Keep is a warren of passages.

(Left.) The general is trickier than he looks. You'll end up temporarily in prison here.



For some reason, the rogue general won't come quietly. Give him a taste of the Twitch Attack!

Defeating General Pogras

Use Stinger and Jirina at close range, concentrating on getting Stinger's Twitch Attack right. The general has a 50 percent resistance to any magic, so Windleaf is better off casting support spells on Stinger and Jirina than trying to attack him.

You must deal 668 hit points' worth of damage to Pogras to bring the big man to his knees.

MAGIC ACADEMY

Random Enemies Encountered: •None

Objectives

- *Prepare for the next two missions*

Harv-5 gives the Orb to Helios. The party learns that they must now seek the blood of a Mage-King and the Essence of Chaos, objects that will deliver the final death stroke to the Darg.

At last you know how to finish off the Darg for all time.

Give the Orb to Helios and he will reveal what you have to do on your next set of missions.

The party will divide again to seek these objects. Harv-5, Stinger, and Windleaf will return to Karillon where they will summon Eyre. They will then travel to the distant continent of Dantyr to begin their search for the Mage's blood.

Clemett, Xero and Jirina will go back down to Wyldern in the MOLE in search of the Essence of Chaos. This is believed to be in the hands of Keerg, a former ally of the Magi who is now corrupted by Darkness.

These quests can be completed in any order, but we will do them in the order given above. If you wish to follow Clemett, Xero and Jirina on their quest first, skip now to page 97 and flip back here afterward.

Either way, before the parties divide, distribute the items you have wisely.

KARILLON

Random Enemies Encountered: •None

Objectives

• *Summon Eyre*

Return to the Council Offices to summon Eyre, the Floating City.

From the Magic Academy, Stinger, Windleaf, and Harv-5 return to Karillon and head to the Council Offices in Hightowne. There, they ask for the bells that summon Eyre to be rung once more. Again, they have to wait for Eyre to dock, so the party has time to stock up on supplies and visit Grishame to sell him more tales. Upon their return to the docking bay, the party meets with the Gadgeteers again and is granted permission to board Eyre.

The party splits again. We'll follow Jirina and the others later on.

You have time to shop in Karillon before returning to Eyre.

EYRE

Random Enemies Encountered: •None

Objectives

• *Travel to Dantyr*

Unless you explored this area during your last visit, an Aether Wafer still waits for you on the Equipment Deck. Now go to the Bridge and tell the Gadgeteers you are ready to leave.

After the accident, Stinger helps out to convert the city to aquatic mode.

The city develops a problem during the journey to Dantyr.

You set sail without problem, but Eyre soon malfunctions and crashes en route to Dantyr. Stinger is enlisted to help convert the Flying City to aquatic mode, and the rest of the journey is made on water. When you finally arrive, leave Eyre via the Recreation Level and take the Skyway to Chiore.

The Gadgeteers are prepared for the crash, and continue the voyage by sea.

CHIORE

Random Enemies Encountered: •None

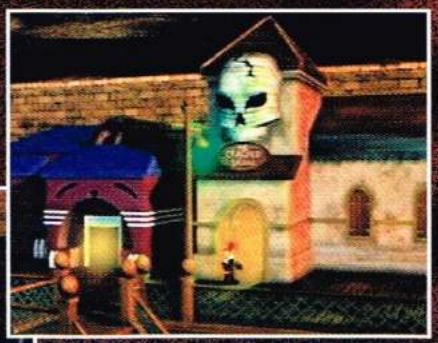
Objectives

• *Find passage to Metabolas Island*

Take the Subway into town. The first building you come to is the Gilded Lion Hotel. Here you can rest your party and save the game, though it'll cost you.

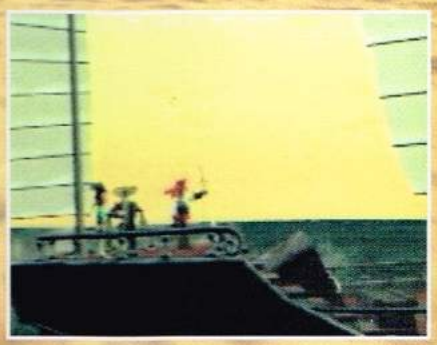
Next is the Sotted Sailors' Saloon, where you'll meet some locals. The next building is the Armory. Farther along are Pappy Kipp's Fegglenut Emporium and The Cat's Claw (another armory). The Cracked Skull is the final building in town and serves as the Pirates' hangout.

Pappy Kipp's Fegglenut Emporium specializes in nuts.



Here be pirates. They'll offer you passage to Metabolas if you keep the ship out of trouble.

They offer to take you to Metabolas for 3000 GP. You can also work for your passage by defending the ship. Save your money and go down the steps outside to the docks.



Enjoy the tranquility while you can, because the Treebaron's about to attack!

VOLTAIRE ISLAND

Random Enemies Encountered: •Rumblebug •Impaler

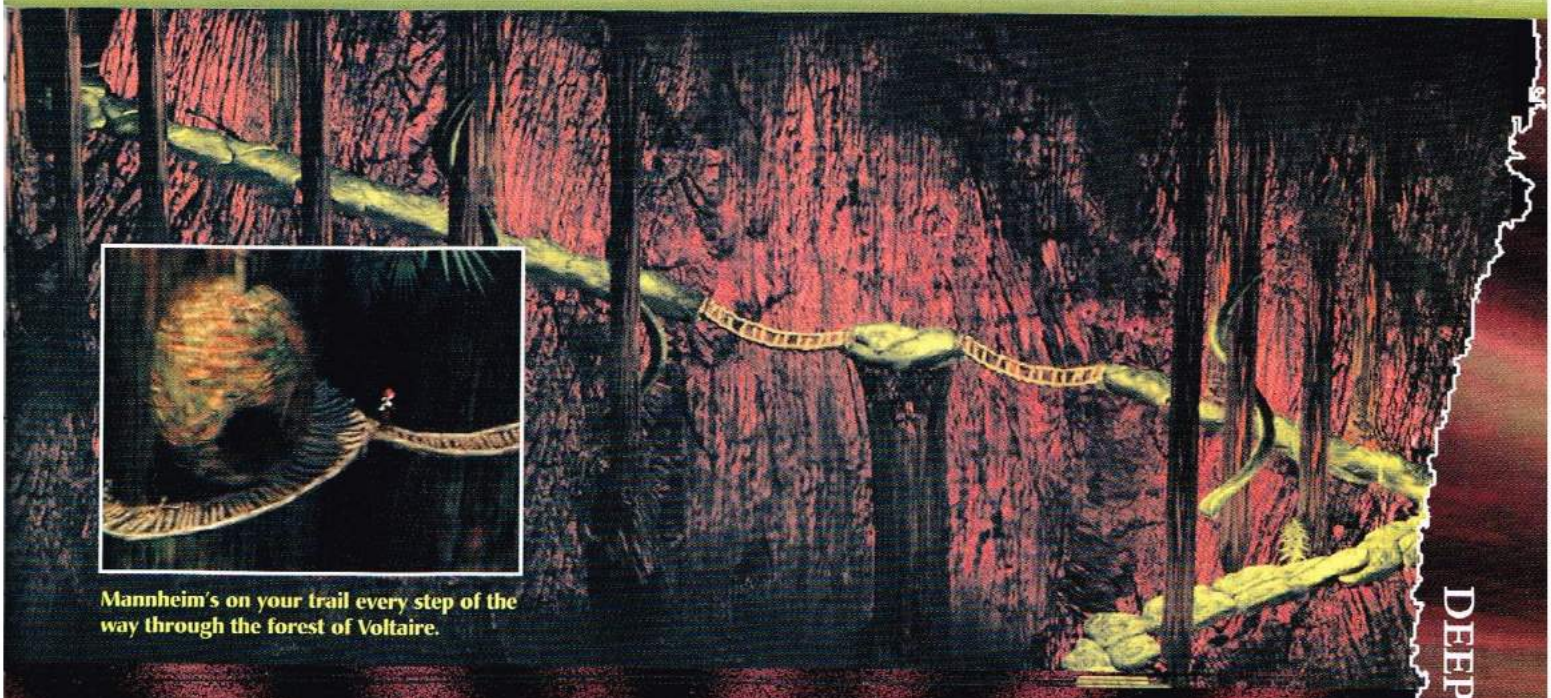
Objectives

• *Find the Stranger*

Shortly after departure, the pirates' ship is attacked and sunk by the forces of the Treebaron. The party, wrecked on the Island of Voltaire, must then seek out and follow the stranger. She takes you to the inhabited area. Don't miss the Paladin Helm and Armor in the chest before you climb the tree ladder. There are items on the far sides of the beach as well.

You won't be lost for long; find the stranger and she'll help you.

Search the chest before you climb the ladder here.



Mannheim's on your trail every step of the way through the forest of Voltaire.

VOLTAIRE ISLAND

RANDOM ENEMIES ENCOUNTERED: •SLAVERS

OBJECTIVES

- *MEET THE ELDERS*
- *MEET MANNHEIM*

Without bothering the inhabitants of any hives, continue spiraling up the tree to the second level. Here you will find a rope bridge leading to another tree on the right. Cross it and descend to the vertical ladder. Climb this to find some Dendrokin Armor. Heading downward again, you can choose two different descents. Take the first one and enter the first hive to collect some Treecat Gauntlets. Go into the next hive and meet an emissary who will take you to the Elders.

Keep out of the hives as you go up the tree. You don't have time to waste.

Finally, you'll be admitted into a meeting with the Elders of Voltaire Island.

The meeting with the Elders is interrupted by the arrival of Mannheim and his guards. The party may defeat the guards, but Mannheim will cast a Sleep spell. The party will then be taken to the town of Treeside, where they will be put in a cell as his captives.

(Left) Mannheim gatecrashes the meeting and (Above) captures the party.

TREESIDE

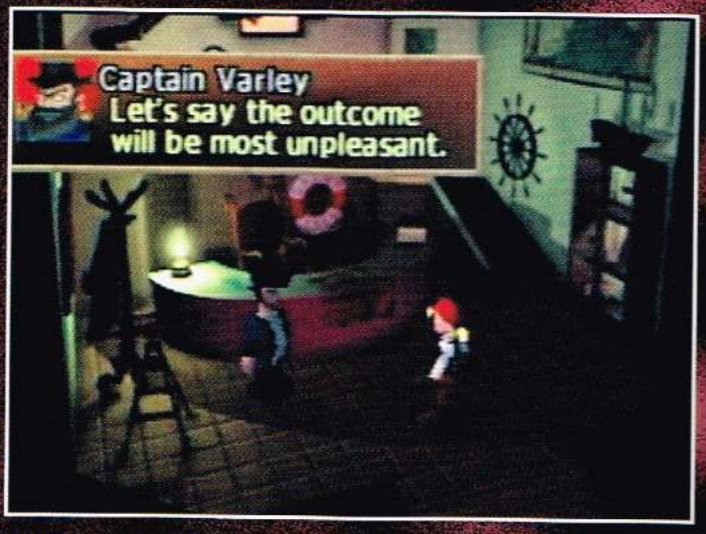
Random Enemies Encountered: •None

Objectives

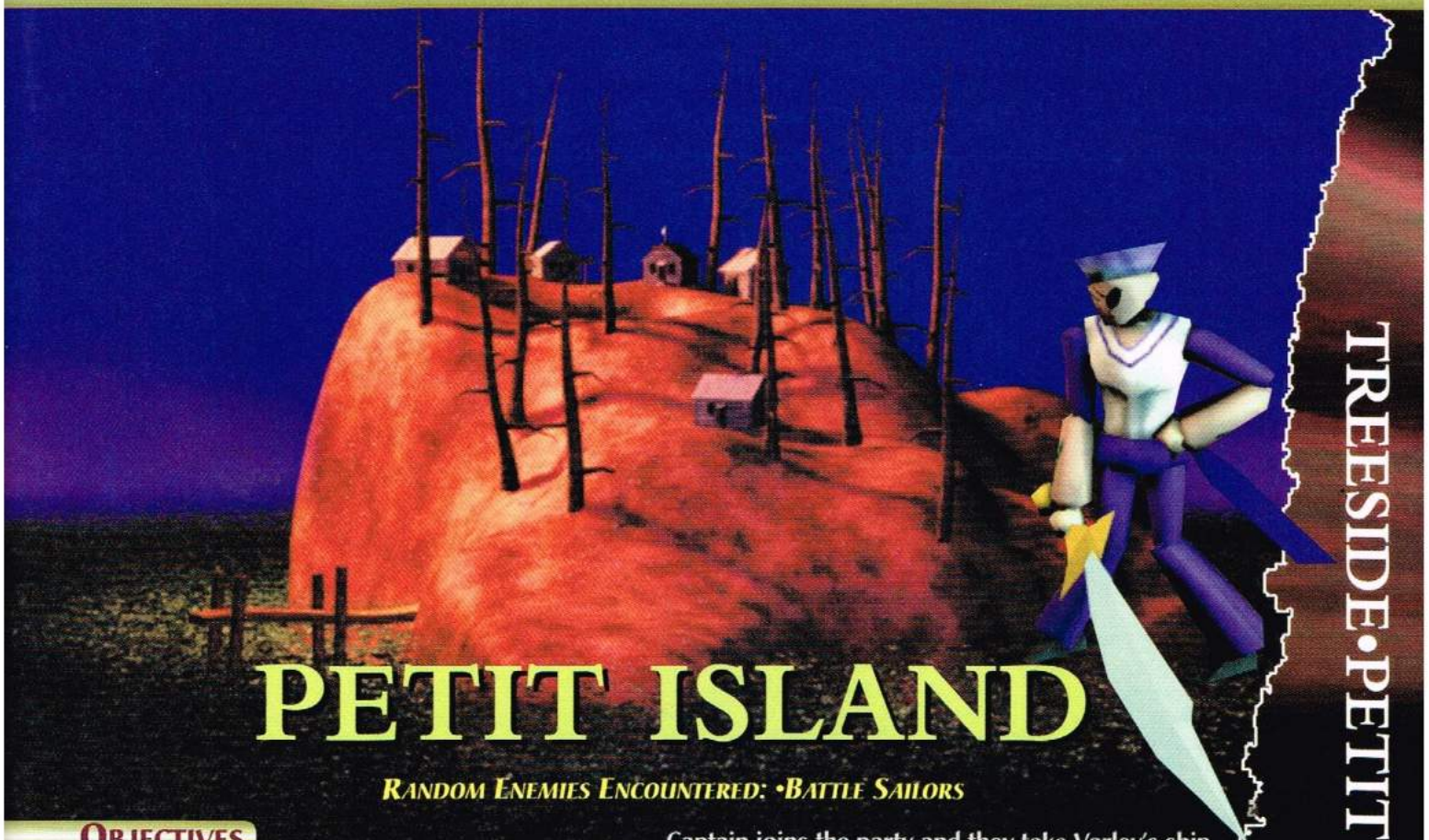
- *Meet Captain Varley*
- *Avoid being tortured by him*

A cut scene shows a conversation between Mannheim and the self-styled 'Treebaron' Captain Varley. Varley is ordered to guard Windleaf and Harv-5 and use Stinger to assassinate the 'Pirate King.' As his friends are captive, Stinger has no choice in the matter, and is taken to the Petit Island.

Mannheim needs Varley for the moment, but the Captain could be pushing his luck.



With the others in Varley's power, Stinger has to agree to his plans.



PETIT ISLAND

Random Enemies Encountered: •Battle Sailors

Objectives

- *Meet Stinger's father*
- *Ambush Captain Varley*
- *Take command of Pyke's ship*

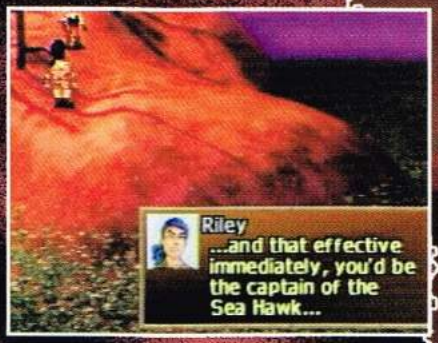
Walk from the docks to the first hut you find. Here you can stock up for the battles ahead. Go north to the main area of the camp and start by visiting the house to the far left. You will meet three pirates, one of whom, Captain Pyke, the intended assassination victim, turns out to be Stinger's father. Stinger tells the pirates that Captain Varley is on a ship waiting for his signal and that this gives them the perfect chance to take him out. Stinger can now look around the village. Go to the last hut where there is Gold, a Paladin Helm, and a Bloodthirst Sword. Here you can also rest up and save the game.

Go back to the pirates' hut and tell Captain Pyke you are ready to execute the ambush. The scene then changes to Pyke's ship, where the Captain joins the party and they take Varley's ship by force. As Captain Varley lies dying on the floor, he stabs Pyke with a poisoned dagger. However, the quick-thinking Stinger uses a health potion to save his father.

The scene returns to the village where Stinger is named captain of Pyke's ship while his father recovers from his wounds. Return to the Lodge and tell Riley you are ready to set sail.

Stinger is meant to assassinate this guy, but there's a twist in the tale.

Reunited with his father, Stinger now plans to double-cross Captain Varley.



Pyke's wounded, so he turns command of his ship over to Stinger.

TREESIDE

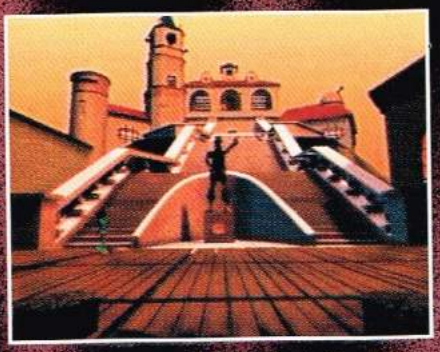
Random Enemies Encountered: •None

Objectives

- *Break Windleaf and Harv-5 out of jail*
- *Go to Varley's Mansion*
- *Set sail for Metabolas Island*

Sail Captain Pyke's ship around Treeside to find Windleaf and Harv-5.

Once on board the Sea Hawk, set a course north to the town of Treeside. Navigate around the quay, past the mansion, to the Treeside Penitentiary. Take out the guards there and get Stinger to pick the lock to release Windleaf and Harv-5 from jail. There is a Raven Bow back on the dockside which you should now collect before climbing the steps up to Captain Varley's Mansion.



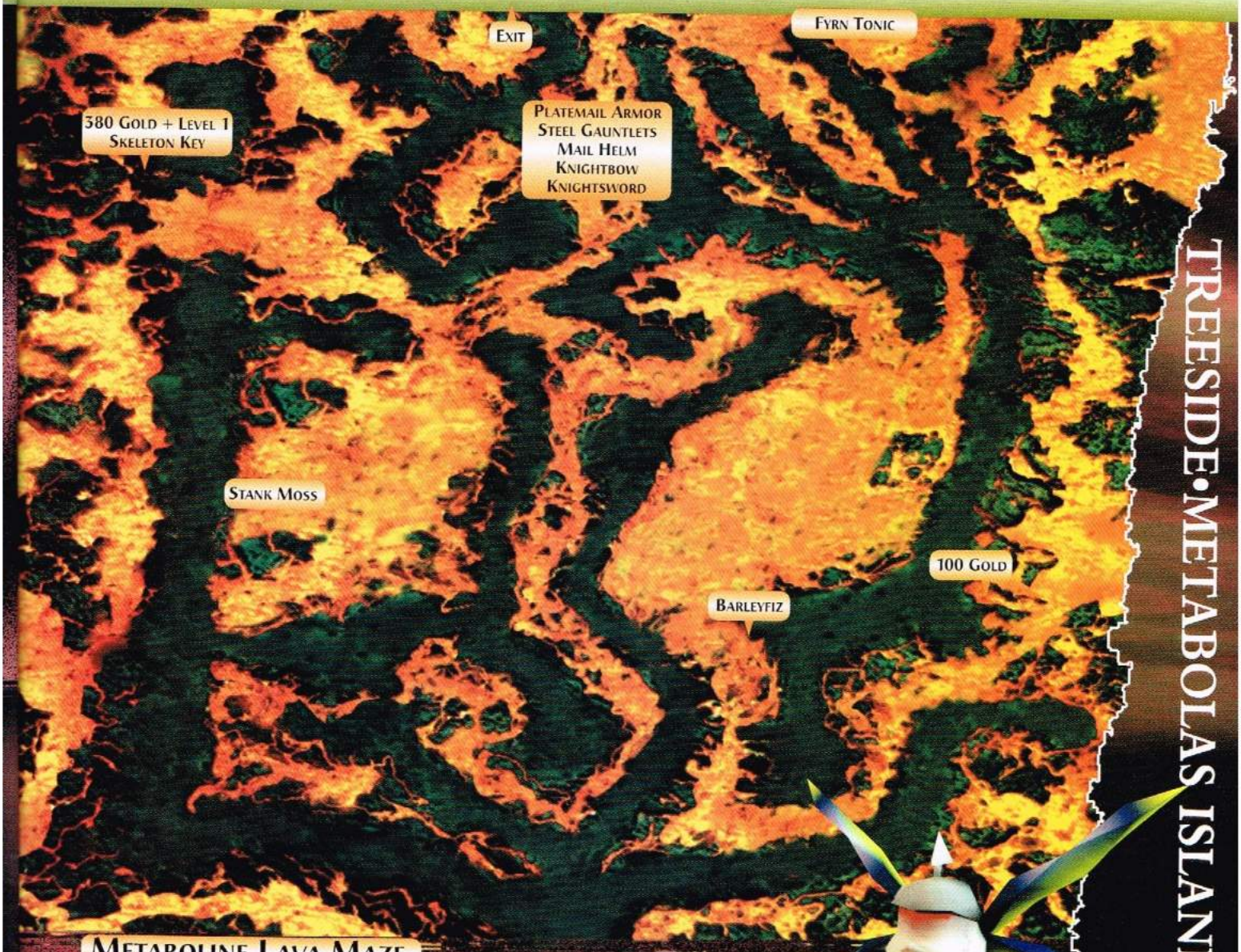
You make it to Captain Varley's Mansion, but Mannheim has gotten away again.

Kill the three guards in the Foyer and go into the Office, only to discover that Mannheim has already left the building, and that you'll have to wait for another day for your reckoning with him.

Go back down to the docks instead and, with the party reunited, board the Sea Hawk and set a southwesterly course for Castle Metaboline on Metabolas Island.

METABOLAS ISLAND

Random Enemies Encountered: •Baronbug •Rumblebug •Fireworm •Rasgar

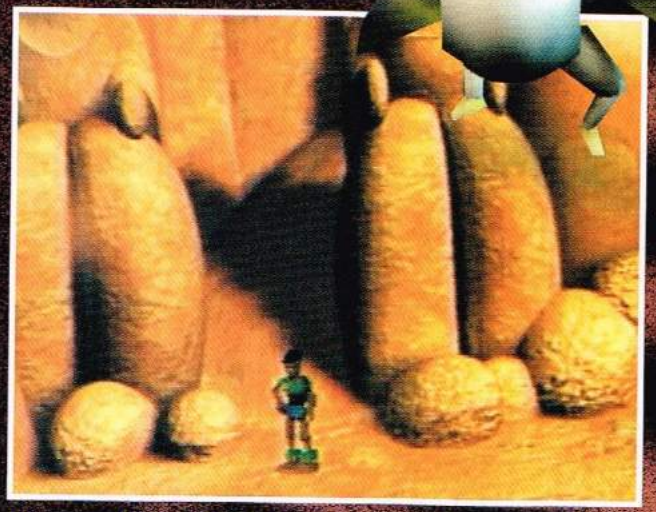


METABOLINE LAVA MAZE

OBJECTIVES

- *GET TO THE RUINS*

From your beach landing, go up the path between the two giant statues and follow it to the top of the volcano, pausing to climb down and grab an Aether Potion on the way. When you reach the top, you'll find that the path to the sacred ruins has been swamped by lava, but there is a way through. You must traverse this maze and enter the ruins on the other side.



The ruins of Castle Metaboline are protected by a maze. These two statues mark the entrance.

FIRESTALKER'S LAIR

Random Enemies Encountered: •Fireworm •Firehlad

Objectives

• *Destroy the FireStalker*

Inside the ruins, there are two doors. You can go either way, but the quickest route lies through the door at the bottom of the screen. Climb all the way up the winding staircase.

Defeating the FireStalker

Use Harv-5 and Stinger for close-in Twitch Attacks—especially Ice Twitch Attacks, while Windleaf casts spells from the back of the arena. The FireStalker is immune to Fire spells but susceptible to Ice attacks. Windleaf's Mammoth spell is a good one for her to use.

If you're having trouble defeating the FireStalker you could get Windleaf to concentrate just on casting party-healing spells while Harv-5 and Stinger close in and use the "aggressive" option to deliver maximum damage.

Follow the thin path to a second staircase and descend. Pick up the War Arrows in the next chamber and continue west. Climb the next staircase, walk to the next set, and descend. At the bottom of these steps there is a cave. Inside, you meet and destroy the FireStalker.

The FireStalker was keeping the volcano stable through the power of its will. Now that it's dead, you have only five minutes to retrace your steps through the cave before the whole place blows up.

When you emerge, however Harv-5 is missing, trapped inside. Stinger and Windleaf try to go back to rescue him but there is no time and the cave is consumed in a ball of deadly flames.

In its wake it is replaced by the long-lost, legendary Castle of Metaboline.

Castle Metaboline Maze

CASTLE METABOLINE

Random Enemies Encountered: •None

Objectives

- *Learn of the relationship between Harv-5 and the Mage King*
- *Trade items*
- *Collect the Mage Blood*

As Stinger and Windleaf regain their bearings they notice the remains of Harv-5, who appears to have been blown apart in the terrible explosion.

The market in the castle grounds is a good place to trade up your obsolete items.

Stinger picks up his friend's hat, while Windleaf picks up a Mysterious Stone that she believes could contain Harv-5's soul. She clings to it desperately, hoping that the Magi can somehow bring back her friend.

A guard and a courtier approach. They tell you that you must meet with Queen Estrella. You are given extensive information about Harv-5 and his relationship to the last Mage King.

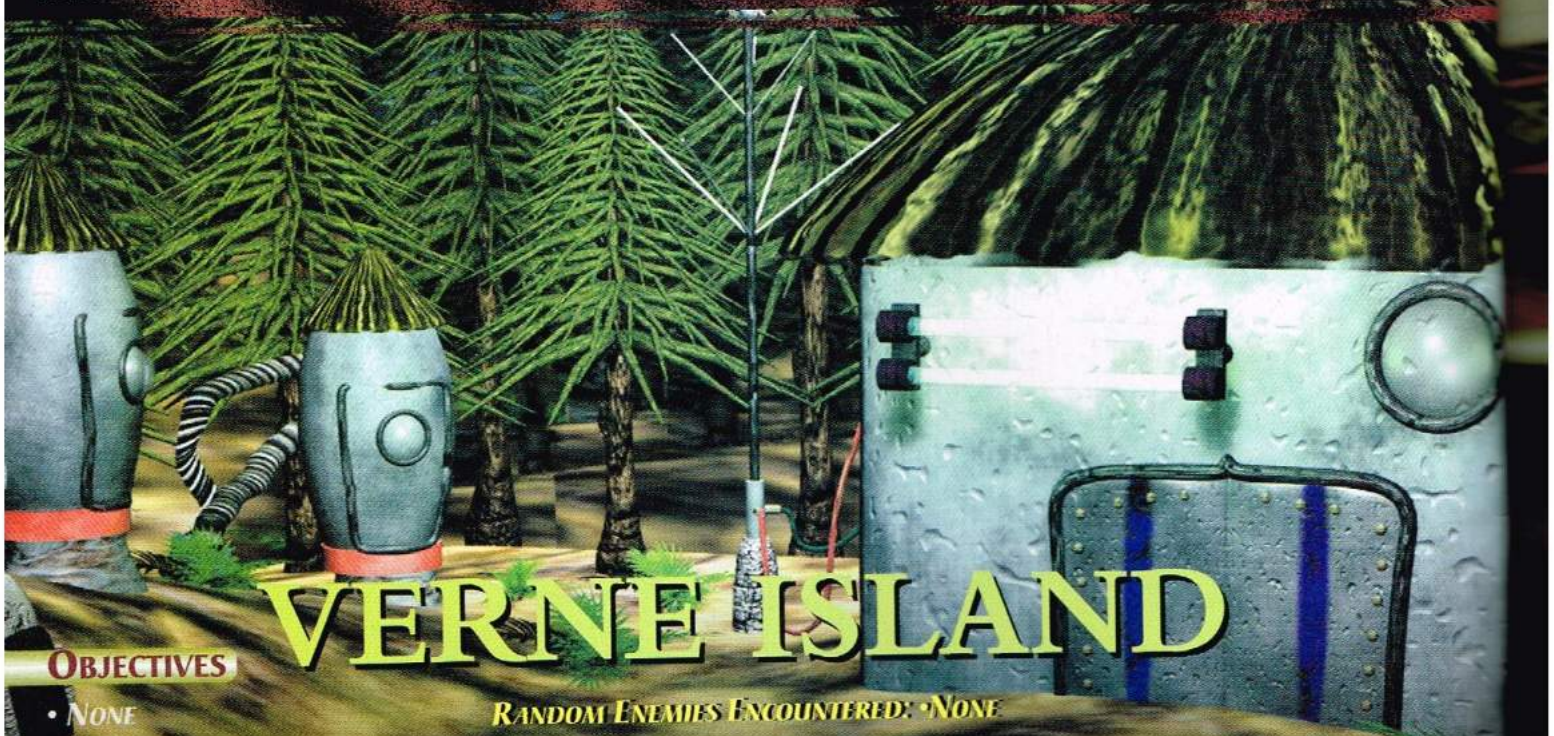
Explore the castle, but there's really not that much around that you need.

Then you can rest and save your game.

Pick up a Royal Soldier, Command Armor, and a Noble Helm from the Guest Chamber and go to visit Castellan in the room next door. Here you find Paladin Armor and some Royal Arrows. Downstairs there are two more rooms. The first contains Hexite, and other small items. The next has more Hexite and five Hexite Thorns. Over the corridor is a curtained doorway that leads outside the Castle. Go through it, follow the corridor down, and then go straight across the red carpet and through the door. Stay within the confines of the Castle wall, and go north to find a market. The first stall is Clayton's Goodies, where you can trade items. The next is Kelly's Kiosk, which has a different selection. Behind this is a Barracks where there is a pair of Paladin's Gauntlets. To the east are Pip's Weapons and the Blacksmith's Shop. Both establishments will take excess weaponry off your hands, as well as offer you some other tools of the trade.

Go back into the Castle and up the stairs to the top floor. You will pass Prince Griffon's room, which holds a Paladin Helm and lots of minor items. The next room is the Queen's Chambers. She's not there, but her Bow and Arrows are. Take them. Up the next set of stairs is the Chamber of the Mage King. The Queen is here, as are a pair of Siege Gauntlets and a Mage Blade. The Queen knows why you have come, but she cannot give you what you need because the King's blood died with the King. Neither can she offer you her own blood, as she is not of royal birth. All seems lost. Then Prince Griffon walks into the room, his every vein pumping with the stuff you're looking for. One small ceremony later, this sub-plot is complete. Leave the Castle and journey back through the maze—see page 93—which is now free of lava, to the waiting ship.

As you navigate the castle, you learn the King is dead! Find the Prince instead.



VERNE ISLAND

OBJECTIVES

- *NONE*

RANDOM ENEMIES ENCOUNTERED: NONE

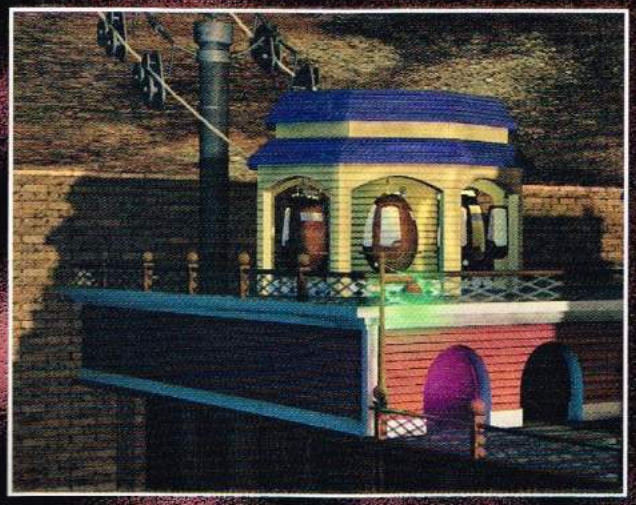
You needn't stop on Verne Island as you head south to Chiore, but it's not a wasted journey. There's a Still Life and an Amulet of Glory lying on the beach, and there's the opportunity to play the second Gadgeteer Simulator and pick up a Battle Upgrade inside.

CHIORE

Random Enemies Encountered: •None

Objectives

- *Return to Eyre*



With the Mage Blood in your possession, head back to the Skyway.

The Gadgeteers have been busy repairing the ship during your search.

Sail back to Chiore, take Oranges and Pirate Gauntlets from the ship, and find your land legs again. Pick up Beer, Ale, and a Pirate Helm from the dockside and walk through the town to the Skyway. Then take this back to the Gadgeteers' ship, which has been fixed in your absence.

EYRE

Random Enemies Encountered: •None

It's a peaceful journey back to Anglerville. Enjoy the rest while you can.

Objectives

- *Travel to Anglerville*
- *Travel to the Magic Academy*

Report to the Bridge and Eyre will take you back to the mainland, dropping you off at Anglerville. You have nothing to do here so leave immediately and go north to the Magic Academy.

Disaster has struck while you've been away. The Academy has been sacked by Hokum's minions!

MAGIC ACADEMY

Random Enemies Encountered: •None

Objectives

- *Travel to the Magic Academy*

This section deals with Xero, Clemett, and Jirina's quest to retrieve the Essence of Chaos. If you're doing this part first, be sure to flip back to page 84 after you've finished.

With everyone together, Helios guides Xero, Clemett, and Jirina to retrieve the Essence of Chaos.

MOLE VEHICLE

Random Enemies Encountered: •None

Objectives

- *Return to the MOLE*
- *Travel to Wyldern*

From the Magic Academy, go south and back to the crater where the Gadgeteers' MOLE vehicle lies. The party can return to Anglerville and Jynx to stock up if necessary. The MOLE takes the heroes back down to the Garrison in Wyldern.

The subterranean MOLE is another of the Gadgeteers' amazing inventions.

Head back to the Garrison, stopping off in Anglerville and Jynx to stock up if necessary.

ARMY GARRISON

Random Enemies Encountered: •None

Objectives

- *Find the Org-Ta Commander*
- *Travel to Michi*

The Army Garrison is now under the friendly control of Org-Ta warriors, allies in the fight against the evil Hokum.

The party is sent to what used to be Pogras's Lair and reports to their Commander. He gives the party Runes of Org-Ta as a means of identification to allied troops.

He also offers to build you a boat so you can travel down the Wyldern River and reach the Banori Caverns.

In return, while the boat is being built, the party offers its help with local matters, and is commissioned to repel a group of marauding Darglings from Michi Village.

Make the short journey south to Michi.

Offer your help to the Org-Ta warriors, and they'll build you a boat.

MICHI VILLAGE

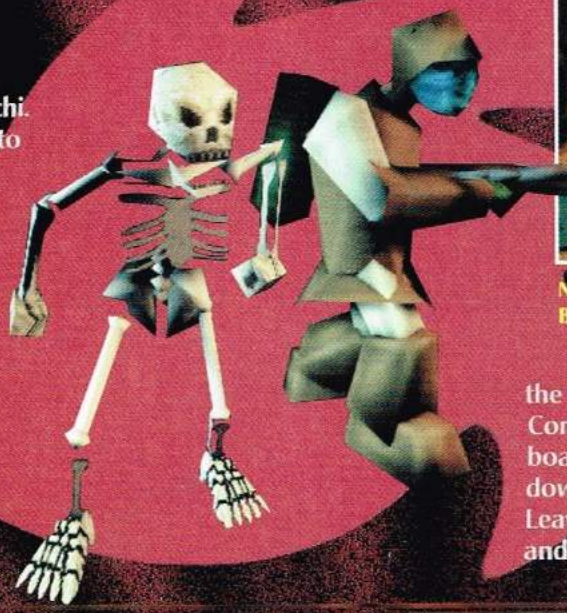
Random Enemies Encountered: •Skeleton •Darglings

Objectives

- *Eliminate the Darglings*
- *Return to the Garrison*
- *Travel to the Banori Caves*

There are three enemy soldiers in Michi. Eliminate them all. Upon your return to the Garrison, report to the Commander, who tells you that your boat is ready for the journey downriver to the Banori Caverns. Leave the Garrison, make for the river, and take the boat downstream.

You'll find the boat is finished after you've taken out the Darglings.



Navigate the Wyldern River to reach the Banori Caverns.

BANORI CAVERNS

Random Enemies Encountered: •None

Objectives

- *Get a Catapult built*
- *Explore the Caves*
- *Destroy the Dargling Fortress*
- *Defeat General Venal*

Clemett takes a lesson from history in breaking sieges.

As you enter the Caverns, the party is mistaken for the enemy. It is taken prisoner under a Sleep spell and brought before the leader Dashau. Fortunately, however, he recognizes the Runes of Org-Ta and apologizes for his guards' mistake.

The party learns that Darglings have blockaded the Wyldern River and have built a fortress from which they intend to attack the Banori. Clemett and Dashau then plan to build a Catapult. When this meeting has finished, work your way up through the Cavern to buy items, rest, and save the game. Below Dashau's room, you first come to an Armor Merchant and then to an Inn. Directly above the Inn is a Residence where you can find a Warlord Helm. Above that, there is Cheese and Barleyfiz in Dimnaak's Grotto. Above that is Venna's Cavern, where there is a L2 Skeleton Key. Next door is Pelikoko's Pad. Don't be discouraged by only finding Chalk in the first room here; in the second chamber is a Orgish Glyph of Worldmight. This unlocks the devastating Earth Twitch Attack.

Directly above Dashau's Residence is Tustra's Cavehome, where Gold and Food can be found. Then comes a Storage Grotto containing three Aether Drops, Blood Fruit, a Doznaught Ring, and four Toparri Salves. In the cave on the top level you meet two Banori guards who are running tests on an EarthStalker, which escapes. You must kill it before it attacks you and the rest of the Banori. Now return to the Regal Cavern, where Dashau tells you that the Catapult is ready for use in an attack.

After the mistake with the guards is sorted out, you'll have the run of the Caverns.

Controlling the Catapult during the attack is tricky, but not impossible.

You must now destroy the fortress by repeatedly firing the Catapult, which is difficult to control. You will be attacked by four cannons mounted on the fortress. It is possible to destroy them, but they are difficult to hit, so concentrate on the fortress itself, making sure to hit every part of it. When you have destroyed the fortress, General Venal arrives to challenge you. Defeat him and enjoy the celebration afterward. Next, return to the docks, board the boat, and continue downriver.

Kill the EarthStalker before it can turn on your allies.

BANORI TRADING POST

Random Enemies Encountered: •None

Objectives

- *None*

Stop at the Banori Trading Post if you wish to buy or sell items. Then continue to the Banori Tanglewood.

A Trading Post's the logical place to sell off any unwanted items or weapons.

BANORI TANGLEWOOD

Random Enemies Encountered: •Darg Org

Objectives

- *Learn the location of the Essence of Chaos*
- *Visit the Serene Gardens*

Upon entering the woods, the party is met by a man named Joleno. He will be your guide to the Serene Gardens. He tells you to speak to the Lorekeeper, whose dwelling is on the far right of the clearing. Make this your first stop. Here you meet Jakir, who tells you that the Essence is in the hands of Keerg, whose mind is controlled

Joleno will be your guide to the Serene Gardens. Listen to his advice.

He'll point you towards the Lorekeeper, Jakir. Go straight there.

SERENE GARDENS

by Hokum. Leave Jakir's hut and explore the village. You can stock up on supplies for the coming battle, learn more about Keerg, rest the party, and save your game.

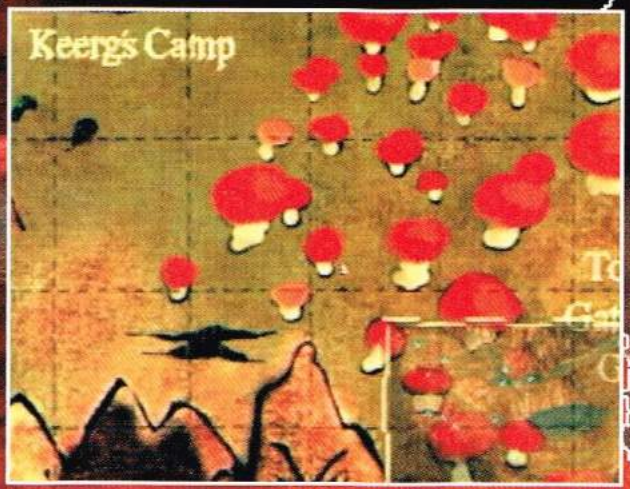
In the Sanctuary on the right is a Dumnaught Ring. In the Sentinel by the bridge is a L2 Skeleton Key, and two Nimble Mints.

The fate of the Chaos Essence is revealed by the Lorekeeper in the Serene Gardens.

It's clear that Keerg isn't going to be giving up the Essence without a fight.

Find the Dumnaught Ring and Skeleton Key L2 before heading after Keerg.

Go to the far north of the village to pick up Lifedew, Gylberry, Aether Potions, Numbspikes, Toparri Armor, Gauntlets, and Helm. Now leave the village and go west on the main map screen to Keerg's Camp.



Keerg's Camp isn't going to be a picnic. Make sure you're well-prepared for battle before going in.

KEERG'S CAMP

Random Enemies Encountered: •Banshee •Darg Org •Darg Banori

Objectives

- *Find the Shrine of Keerg*
- *Retrieve the Essence of Chaos*

You are met by a Priest who offers a tour of the camp, but he only leads the party into a trap, from which you must escape. Go back to the main section of the village and visit the Priest's Chambers on the far left, where you meet your treacherous preacher once more. Defeat his guards, then watch him break in half before you can talk to him. Go next door to the Sacred Chamber and kill a few more cult members.

The next two Sacred Chambers are empty, but in the Meditation Chamber beyond you find another a group of deluded Magi as well as a Tinderbox, Torch, Grease, Lifedew, 10 Sleepspikes, Nimble Mint, and Hexite. Next comes Keerg's Shrine, but you should deal with the guards in the Sentinel beyond it first. They're hoarding Vanguard Armor, a Cage Key, and Hexite.

Before you hit the Shrine, go to the Sentinel for a couple useful items.

When you arrive at the Camp, a Priest offers help, but he's just leading you into a trap.

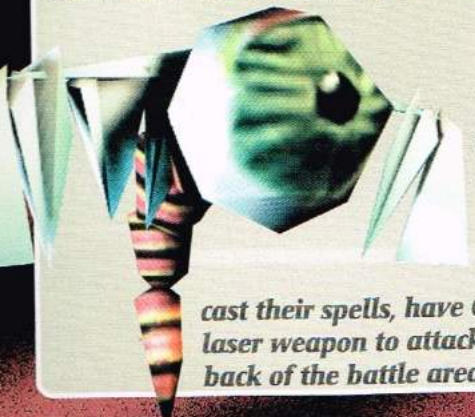
Keerg turns into a "Blue Item." Don't forget to pick up the "Essense" before you walk off. You won't pick up this item automatically.

Now it's time to meet the mind-controlled Keerg and claim the Essence of Chaos from him. But first you must defeat his diabolical henchmen, Eyegore and Devor.

Keerg's under Hokum's influence and sees you as enemies.

Defeating Eyegore and Devor

Use both Xero and Jirina to cast spells. Jirina's Earth and Ice Strikes are effective, and you have Xero's Heal spells for when the party's energy runs low. Devor can ward off Fire, Ice, and Psi spells.



Eyegore is resistant to Sleep, Poison, Confusion, Paralysis, Pathetic, Slow, and Spellbind. While Xero and Jirina cast their spells, have Clemett use his laser weapon to attack from the back of the battle area.

ARMY GARRISON

Random Enemies Encountered: •None

Objectives

- *Return to Arkose*

With the Essence of Chaos under your command, it's time to leave Keerg's Camp, return to the boat, and head back upstream to the Garrison. The MOLE waits for you there to take you back to Arkose. If you pass through the Tanglewood on the way, you can pick up the Gold and Banesword you may have noticed earlier.

Eyegor and Devor are defeated and you have the Essence. Head for the boat.

The MOLE's waiting at the Garrison. Detour through Tanglewood for items.

MAGIC ACADEMY

Random Enemies Encountered: •None

Objectives

- *Deliver the Essence of Chaos*

The MOLE can take you back to Arkose, but you must complete the journey back to the Academy on foot. Here you'll find Helios, mortally wounded. With all six party members together, he uses his last breath to tell what must yet be done. Stinger, Windleaf, and Jirina will go to Karillon to retrieve the Orb of the Heavens from the Sages in the Hall of Wisdom, and then they'll journey to Castle Metaboline to find a mystic Tablet. Meanwhile, Clemett and Xero are to go to Artelier to find the Scroll of Silence.

His duty done, Helios finally dies.

The MOLE can take you only so far. You'll have to walk the rest of the way.

Once again the party splits up, so choose which task you want to do first. In fact, it doesn't really matter, as you'll switch automatically between the two parties and their adventures as the game builds towards its climax.

Just be sure to divide the party's possessions well. The monstrous Damon Hokum, as you will now see, is not finished yet.

Helios can't be saved, but will send you on the final two quests.

Once again, the party divides to complete the tasks more quickly. Share your equipment beforehand.

ARTELIER

Random Enemies Encountered: •None

Objectives

- Travel to Artelier
- Receive the Scroll from the Loremen
- Return to Eyre

(Above) The EarthStalker's big moment. (Left) Davin, missing, presumed dead, is in fact alive and well. He'll help you on your way.

Xero and Clemett leave the Magic Academy and travel northwest to Bene-Brokul. There they discover that Davin, who they believed dead, still lives. They descend through the caves to meet the young Windtraveler, and he takes them back to the Uhndrashi Plateaus.

At the Plateaus, they navigate through the maze to Artelier's Door, where they encounter a Stalker. This one, however, has tired of the monster life and wants to go and roll in a field full of poppies. You may grant its wish, and earn a reward, or kill it. Either way, you'll earn passage through the door. Climb up to meet the Loreman and Loremaid and receive the Scroll. Now return to Davin and get him to fly you back to Eyre.

KARILLON

Random Enemies Encountered: •None

Objectives

- *Acquire the Orb*
- *Travel to Chiore*

Control now swaps to Stinger's party. Return to Karillon, and go up to Middletowne's Hall of Wisdom. The High Sage gives you the Orb of the Heavens. Go to Anglerville, board Eyre, and set sail for Dantyr.

You'll get the Orb of the Heavens from the High Sage in Middletowne.

The Gadgeteers' city comes in useful again as you set your sights on Dantyr.

CHIORE

Random Enemies Encountered: •None

After arriving, hop off Eyre and straight on to the Skyway...

... and from there make your way to the ship for the trip to Metaboline.

Objectives

- *Travel to Castle Metaboline*

On arrival in Chiore, take the Skyway to the city and board the ship for the journey to Metaboline.

CASTLE METABOLINE

Random Enemies Encountered: •None

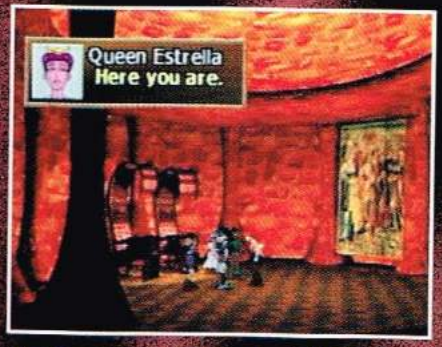
Objectives

- *Meet the King and Queen Mother*
- *Receive the Tablet*
- *Plan the invasion of Wyldern*

Land at Metaboline, and climb the mountain to the maze. As you cross the maze, you are attacked by a FireStalker. You should be a veteran at dealing with these by now, but you can refresh your memory on page 99.

On entering the Castle grounds, you are welcomed by the guards. Find Queen Estrella in the throne room, through the first door as you enter the Castle. She has the Tablet of Metaboline in her possession and gives it to you. This done, return to Eyre.

You should be able to pick off the FireStalker with no trouble by now.



The Queen will give you the Tablet of Metaboline. Now go back to Eyre.

SOUTH CARTOFF ISLAND

Random Enemies Encountered: •Winged Stalker •Bonehead •Hydratort •Ghoulbird

OBJECTIVES

- DEFEAT MANNHEIM'S WINGEDSTALKERS
- TRAVEL TO WYLDERN

Once again, you close in on Mannheim, but once again, he makes good his escape.

On South Cartoff Island, the party reunites again as the time approaches to finish what they started so long ago. Stinger, Windleaf, and Clemett go ahead to check the lay of the land. They must scale a series of precarious ladders to reach the top of the cliff face. Once there, they meet Mannheim. He unleashes two WingedStalkers upon them before fleeing, cowardly, into the tunnel to evade his destiny once more.

Watch your footing while climbing the network of rickety ladders.

Mannheim flees into the tunnel. Until next time, then...

DEFEATING THE WINGEDSTALKERS

A WingedStalker has 835 hit points and can cast Sky's Fury and TriBlast. It inflicts damage with Fire, so use armor that protects against this if you can. With the exception of Clemett's cannon, do not attempt to use magic against it: the WingedStalker takes only 50 percent damage from magic attacks. Stinger should use any items, such as Beef Cake, that increase his physical strength for close-range Twitch Attacks. Get Windleaf to fire arrows at the monster from a distance and to support Stinger with spells that boost his strength.

It's going to take everything you've got to make it through to Cyl Og Sul.

The scouting party returns to Eyre. It is decided that the party will again divide into two groups to begin the final journey to Wyldern.

You have to choose again which party you want to control first. Here, we will deal with Windleaf, Stinger, and Jirina first and then with Xero and Clemett. But again, it doesn't really matter which quest you choose.

The first party climbs the ladder again, collects Gold and the Skull of Nagillig, and enters the tunnel. At the bottom they meet the other group of heroes. There are two paths now to Hokum's Fortress at Cyl Og Sul. The party will meet again there, but divides now to take both paths. Here we will deal with Stinger's party first as they travel the Merchant's path.

BIG MESA

Random Enemies Encountered: •Darg Org •Darg Banori •Macefist •Skittervore

Objectives

- *Travel to Nagruk's Camp*

The first step is to get Stinger, Windleaf, and Jirina to Nagruk's Camp.

To leave the Big Mesa, go around the rock above the tunnel entrance and descend the ladders behind it. Collect Kimiss on the way, as well as a Bucket, Hammer, Mallet, and Pick if you wish. Or, you may leave these items for Xero and Clemett if they need money. Go south onto the main map screen and then south and east to Nagruk's Camp.

(Above) Climb down the scaffolding behind the Big Mesa. (Right) Don't expect any warm welcomes from Nagruk.

NAGRUK'S CAMP

Random Enemies Encountered: •Darg Org •Dargling Archer •Skittervore •Femme Fatale •Hexite Golem •Darg Banori

Nagruk's troops are a determined bunch of veterans, but you can take them.

Objectives

• *Defeat the last of Hokum's generals*

Enter the camp and follow the path into battle. Collect Heartbane Arrows at the pool you find, then continue south. At the end of the path, you battle General Nagruk.

Get the Heartbane Arrows from beside this pool in the Camp.

Defeating General Nagruk

General Nagruk has a massive 918 HP. He can cast Shellshock, Weakmist, and Poisongas.

He does Psi damage, so defend the party against this. He is totally immune to Earth magic and he can't be affected by Stone or Poison, but he is susceptible to Fire and Ice spells. Use Windleaf and Jirina to cast these while Stinger uses his Twitch Attack at the front of the party.

CYL OG SUL

Random Enemies Encountered: •Darg Org •Deathbot •War Chariot •Darg Banori

Objectives

• Sanctuary in this dark place

Leave the Camp and go west to the city of Cyl Og Sul. As you enter the city gates, you are attacked by two waiting guards. Don't play around—kill them.

An Omega Bow awaits in the South Tower behind you. You can get into a fight in the Millhouse on the other side of the City gates, but there's little to be gained at this stage. A rebel Smithy, who lives in the building facing the City Gates, will give you free weapons. To the west is a Laboratory where you can pick up a Foesbane Sword and 10 Omegaspikes. Now go north to meet a priest named Tarrach. You can rest in his church while waiting for Xero and Clemett, who must now travel the Emperor's Road.

Watch out for the two guards who ambush you as you enter the city.

Tarrach gives you sanctuary. The action now switches back to Xero and Clemett.

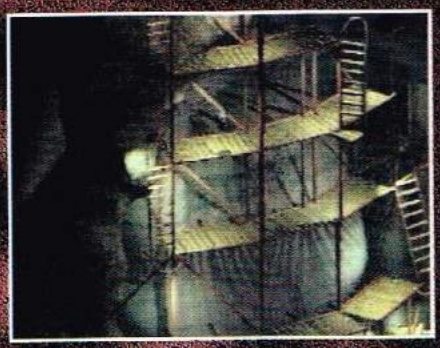
big mesa

Random Enemies Encountered: •None

Objectives

•Travel to the Wyldern Council Building

You now take control of Xero and Clemett. Initially, follow the route taken by Stinger's party, but when you reach the main map, go directly south to the Wyldern Council Building.

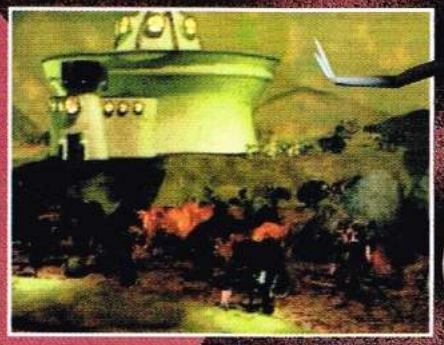


Climb down the scaffolding as you did before with Stinger, Windleaf, and Jirina...

... but when you reach the main map, head Xero and Clemett toward the Council Building instead.

WYLDERN COUNCIL BUILDING

Random Enemies Encountered: •Darg Org •Hexite Golem •Hokum's Maiden •Dargling Archer



The Council Building has been overrun by Vrita's minions, so carve your way in.

Objectives

- *Travel to the Wyldern Council Building*
- *Defeat Vrita*

As you approach the building, you must deal with a party of soldiers that attacks. Enter and pick up Shine, Shinepears and Sight Berry.

Go on to meet more guards. Fortunately, they think you are servants and allow you to pass without a fight. Pick up Hexite and Wyld Root in the foyer to the Grand Hall. Enter the Hall itself, climb the stairs, and go outside. Head east to Vrita's Lair and defeat this beast so you can leave the Council Building and return to the main map screen. Now save your game and enter Cyl Og Sul.

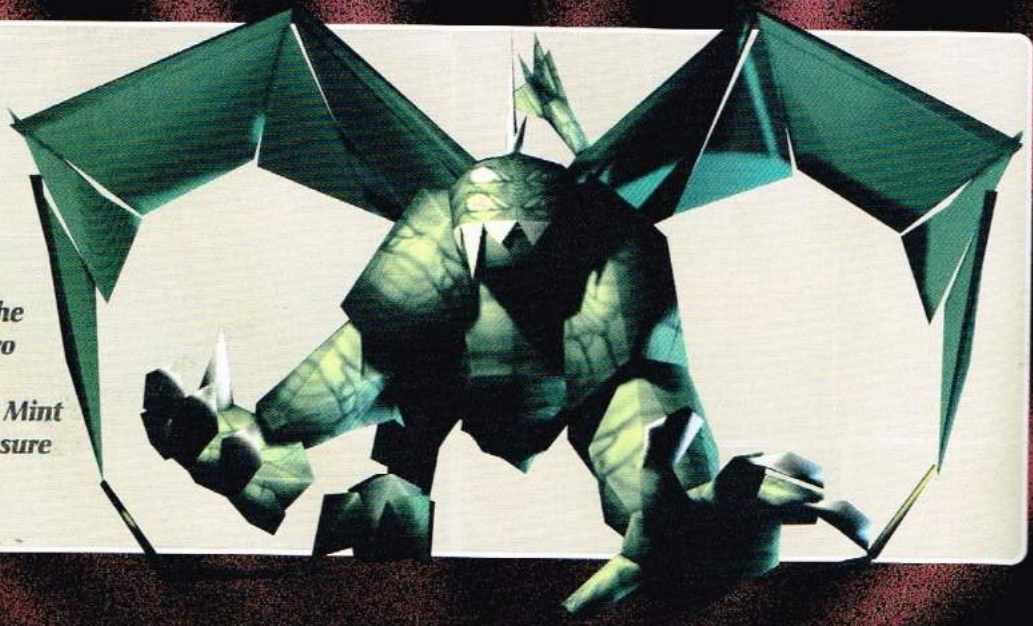
The guards inside the Building mistake Xero and Clemett for servants.

Head out through this door and go eastwards to find Vrita.

DEFEATING VRITA

Vrita proves a formidable foe for Xero and Clemett. She has 918 hit points and 50 percent immunity to all magic. She can cast the spells Hell's Kiss, World's Fist, and Death's Fog, doing Chaos damage with them.

Clemett should do the best he can with his cannon, while Xero should restrict his magic to defending his ally. Use Nimble Mint to avoid taking hits and make sure you have plenty of Aether to maintain the party's powers.



CYL OG SUL CHURCH

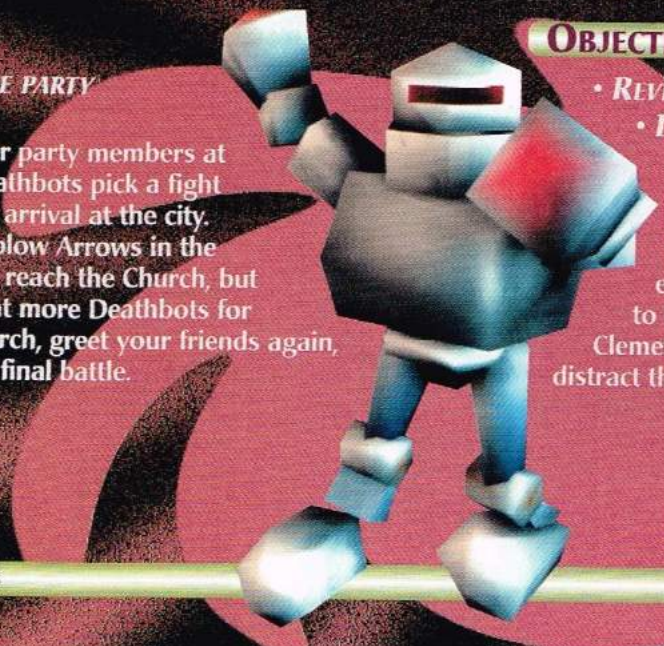
RANDOM ENEMIES ENCOUNTERED: •DEATHBOT

OBJECTIVES

• REUNITE WITH THE PARTY

Go to meet the other party members at the Church. Two Deathbots pick a fight with you upon your arrival at the city.

There are Deathblow Arrows in the North Tower as you reach the Church, but you will have to fight more Deathbots for them. Go to the Church, greet your friends again, and prepare for the final battle.



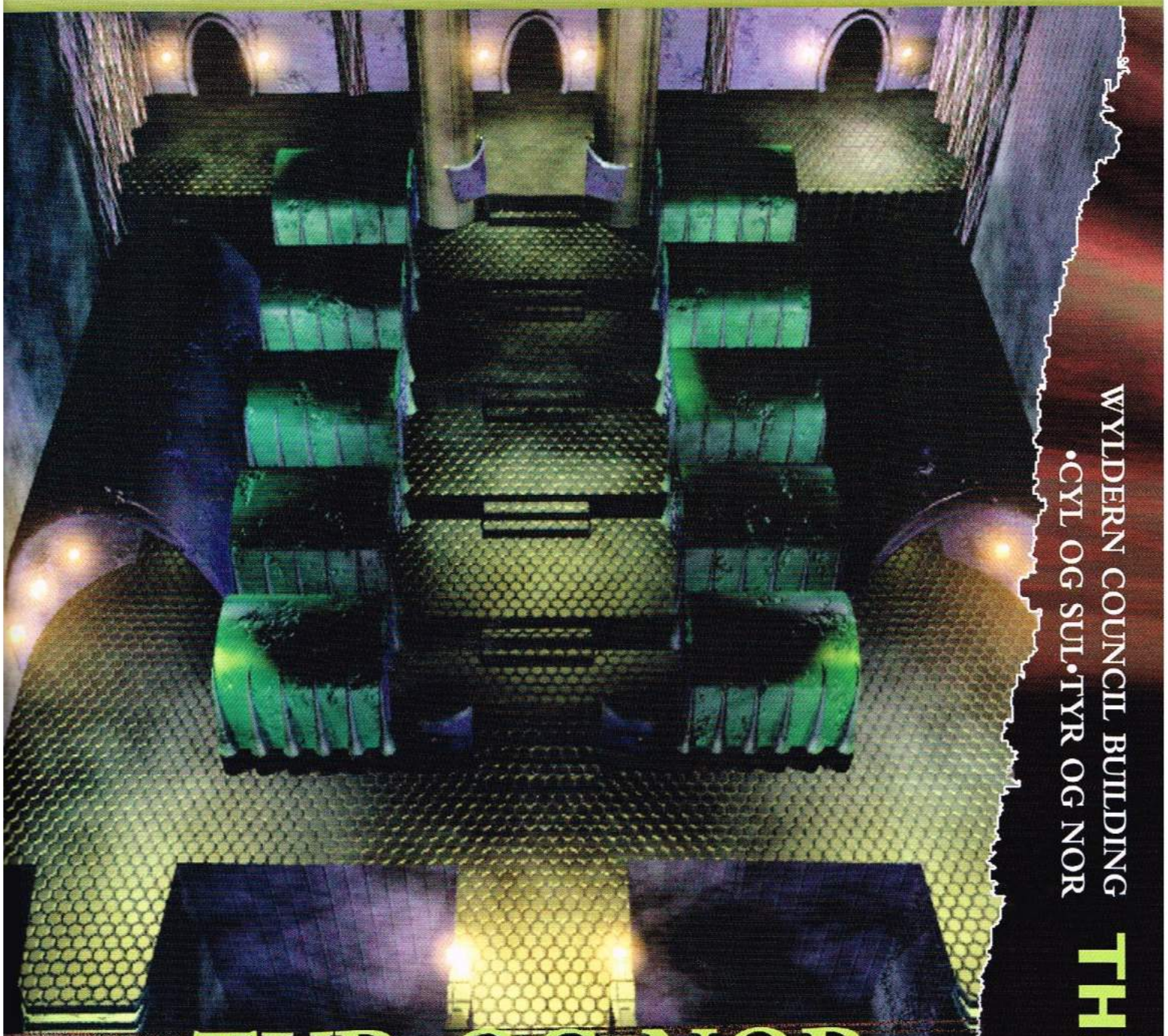
RANDOM ENEMIES ENCOUNTERED: •NONE

OBJECTIVES

• REVIVE HARV-5

• DIVIDE THE PARTY FOR THE FINAL BATTLE

This is where Harv-5 is finally restored to life. Now, once again, it's time to split up. Harv joins Stinger and Windleaf as they enter the upper region of Tyr Og Nor to try to find Hokum. Meanwhile, Xero, Jirina, and Clemett enter the lower part of the fortress to distract the enemy. We'll follow Stinger's party first.



TYR OG NOR

levels 4-6

Random Enemies Encountered: •None

Objectives

- *Enter the fortress via Tyr Og Nor*
- *Find and defeat Grimsmeer*
- *Find the keys to Hokum's Lair*
- *Defeat Hokum*

Leave the Church and go through the glowing green door on the other side of the city. This leads to Tyr Og Nor. Follow the path, picking up Dung, Elixir of Oax, Compost, and Lifeback as you go until you reach a room full of slaves, where you can find Ullk Oil. Go past them and through the door in the north of the room. You emerge into another room. The room off this in the top-left corner is empty. Wax, Vines, Pilj Syrup,

Hokum's war plans have been worked out on these detailed miniature maps.

Leather Armor, Leather Gauntlets, and a Leather Helm lay in the room on the bottom-right, if you need them. Go to the room in the top-right corner and free the girl from the evil scientist. She'll only kill herself when you do, but the thought was there.

Go through the gates in the center of the main room and through the gates beyond. Now you have a choice of three doors. The one on the left leads to an empty room. To the right is a room where you can pick up Gold, Hexite, a Bamf Pill, and Fyrn Tonic, then rest and save the game. Do this. Through the middle door is a War Room. At the back of this are three more doorways. They all lead to one place. Now you can finally battle Grimsmeer and pick up an Omega Scythe for Harv-5.

Defeating Grimsmeer

Grimsmeer is another enemy with 918 hit points. He can cast Foulcloud and Sleepgas, and he has a 75 percent resistance to Sleep. He takes only 50 percent damage from any Fire spells, and he causes Fire damage when attacking, so use defenses that are resistant to this.

Grimsmeer does have a weakness, however: Ice spells are 50 percent more effective against him than usual, so while Stinger and Harv-5 take the flames and use their Twitch Attacks at close range, Windleaf must bombard him with all the Ice she can muster.

TYR OG NOR THE QUEST

For a little light reading in between plots to annihilate the planet, presumably.

The Deathbots are aptly named.

Go through the door beyond to enter a chamber with three doors on either side. In the first door on the right is a Femme Fatale. In the second room on this side are healing waters and a save. In the next room are Femme Fatales and Darg Orgs. Defeat them to win the Emperor Key, Hexite, Hexite Thorns, and a Hexite Sword. The first room on the left is a Dining Hall with Ale, Nuts, Oranges, Spinepears, Stank Moss, Shine, Fegglenut, Porf, Sweet Gum, an Aether Drop, Bat Milk, Banori Cheese, Beef Cake, Onions, and an Org Wafer. The second room is occupied by Femmes Fatales. They guard the Empress Key. The final room teems with Darg Org.

The final path to Hokum is choked with monsters that sell their lives dearly.

Go through the main door at the back of the room. There are three more doors here. The one on the left is Hokum's Library.

At last, Hokum will face justice.

On the right are Deathbots. Go through the middle door and kill more Deathbots. Now pass through the door at the back of the room where there are Hu'Chah, Aether Potions, Fyrn Tonic, and Lifedew. Pick up what you need and go through the final door on the far wall. Here is Damon Hokum. Kill him, and the other characters will begin their mission.

Defeating Damon Hokum

With 998 hit points, Hokum is the strongest enemy you've met so far, and also the most versatile. He can cast Sky's Fury Hi, TriBlast Hi, and Regeneration, and can also call upon Dargmight. He has 50 percent resistance to Weakness, Wasted, Pathetic, Blindness, Paralysis, Sleep, and Spellbind, and also takes only 50 percent damage from all attacking spells. Use physical force when attacking him and restrict the use of magic to the defense of the party and for healing. Hokum inflicts Spirit damage and defends against this with armor.

TYR OG NOR

levels 1–3

Random Enemies Encountered: •Darg Org •Femme Fatale •Hexite Golem •Deathbot •Darg Org Scientist •Slaver

Objectives

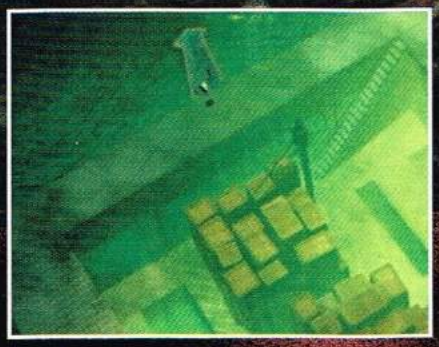
- Locate a key to open a locked door
- Defeat Mannheim
- Recover Xero's body
- Traverse the Gauntlet Maze
- Defeat Mannheim's Head

It's time for Xero, Jirina, and Clemett to swap sanctuary for action.

Controlling Xero's party, leave the Church through the south exit and enter the glowing green doorway to the east. This leads to the lower levels of Tyr Og Nor. Below you now is Tync An'Sar. To your right is a pub, where you'll get into a fight. Walk all the way around the gangway from there and you find a Guard Station, with more fighting, this time with Royal Arrows as a reward. Next door is the Office, where there are yet more monsters, some innocents to release, and a second Chance in the corner. At the back of the Office is a Safe Room. Pick up a Master Key here, rest, and save. Get Blood Fruit, a Desert Pear, Kii Nuts, and Penetrator Daggers before leaving.

Enter the green, glowing doorway to reach the lower levels of Tyr Og Nor.

SHADOW MADNESS



Free the prisoners Mannheim has accumulated as you go.

Use the Master Key to open the door on the north wall. Go across the walkways. To your left are Darg Org and Jirina's long-lost brother. In front of you is another locked door. As you approach it, Mannheim appears. You can kill him, but not finish him; his spirit escapes his body.

Xero rifles through a treasure chest. Soon he will regain his stolen body.

Head for the door here to confront Mannheim. He won't get away this time.

Defeating Mannheim

Like Hokum, Mannheim has 998 hit points. He has the same powers as Hokum, except that he will call upon Winged Death rather than Dargmight, and he will do Psi damage rather than Spirit damage. This second difference will affect the armor you should wear when fighting against him, but otherwise the tactics are the same: attack physically and use magic exclusively in defense and for regeneration. Do not skimp on the use of any items that increase strength and agility, and be sure to have items available to restore hit points for the damage you will inevitably take.

Now that Mannheim has abandoned his body, Xero is whole at last.

Xero takes Mannheim's body, which was originally his, and is complete once more. This means he can now use weapon attacks. Go through the door to find a round room with four exits.

The arch leads to the Emperor's Domain, and the maze.

Go to the center of the room. To the north are two doors. Guards and War Drink are on the right while on the left is an Omegaspike, an Amulet of Org-Tya, Hexite, Legion Armor, Legion Gauntlets, and a Legion Helm. To the south are two more doors. On the right are guards. These will give up an Aether Drop and, when you have defeated them, you can find an Aether Potion and two Aether Wafers at the back of the room. In the room on the left are Omega Daggers and Arrows.

TYR OG NOR MAZE

NORTHERN CONTROL ROOM

DUCK IN HERE TO AVOID BOULDERS

BOULDERS ROLL THIS WAY

LASER GATE

BOULDERS ROLL THIS WAY

LASER GATE

ENTRANCE

EXIT

BOULDERS ROLL THIS WAY

LASER GATE

BOULDERS ROLL THIS WAY

LASER GATE

SOUTHERN CONTROL ROOM

BOULDERS ROLL THIS WAY

LASER GATE

DUCK UP HERE TO AVOID BOULDERS

To the west of the main room is an Arch leading to the Emperor's Domain. Go through it and into the maze. The maze is full of danger. Walk into a laser gate or get hit by a boulder and you'll lose hit points. To succeed in this maze, you'll have to work your way clockwise around the outside. Watch out for the boulders and time your runs past them carefully. Go to the southern control room.

The maze is a superior example of bad science.

Clemett realizes that these devices control the deadly traps in the maze.

Defeat the two Darg Org Scientists here and then disable the machines to turn off the laser gates. Now enter the northern control room. Disable the machines here to stop the boulders. Go to the western exit. Through here you will meet Mannheim's disembodied head.

Mannheim raises two Hexite Golems that you must defeat. The golems are really just big pounding machines. They take 752 hit points of damage each and are here to weaken you. Deal with them as efficiently as you can. He then raises a huge WingedStalker who must also be defeated. You've seen these before—this one has 835 hit points and, in common with its brethren, an Omegaward that will halve all spell damage it sustains.

Mannheim has a fine line in snappy henchman dialog.

Mannheim hasn't let the loss of his body get him down, and he pulls every trick in the book to try to wipe you out.

Defeating Mannheim's Head

The loss of his body to Xero has not affected Mannheim's hit points, but he is not quite the man he once was; he can no longer call upon Winged Death. This will cheer the party, but Mannheim's magical powers remain, so employ the same tactics that you used to defeat him last time. Your magic is not as powerful as his, so use it to defend and heal rather than to attack.

Keep Xero at the back to do this. Use Clemett's cannon and put Jirina up front to use her martial arts. Boost her strength with any items you still have at your disposal.

After you've dealt with the Stalker, it's time to finish off Mannheim himself. Control now passes back to the other party as you take them into Tyr Og Nor.

THE BALCONY

Random Enemies Encountered: •Darg Banori

Objectives

- *Reunite in Hokum's Inner Sanctum*
- *Cast the Spell of Banishment*
- *Battle the physical manifestation of the Darg*
- *Travel to the Darg's home dimension*
- *Win the final battle*

Mannheim, Hokum, and their cohorts are defeated. But it isn't over yet. If you need to collect more items for the final battle, do it now. If you believe you are ready, cast the Spell of Banishment.

Stinger, Harv-5, and Clemett remain in Wyldern to battle the physical manifestation of the Darg. Meanwhile, Windleaf, Xero, and Jirina travel to the Darg's home dimension to battle its spiritual manifestation. The game switches between these two battles until both are won.

Let there be victory.

Your whole adventure has been leading up to this point. Destroy the Darg once and for all!

Defeating the Physical Darg

The Physical Darg has no magic, of course, but with Stinger and Harv-5 on the team, this isn't your strong point either. Nevertheless, at the level these two have reached by now, their Twitch Attacks are useful even against an enemy of this strength. But Clemett is the key. The Physical Darg can ward off any Fire and Ice spells and is 50 percent resistant to Weakness, Wasted, Pathetic, Blindness, Paralysis, and Sleep, so avoid all these. Use instead BOP-PR and KAOS-86 for maximum Chaos and Psi damage. Do 999 hit points of damage and victory is yours.

The Darg rises above Wyldern. Fight skilfully to bring it down.

Defeating the Spiritual Darg

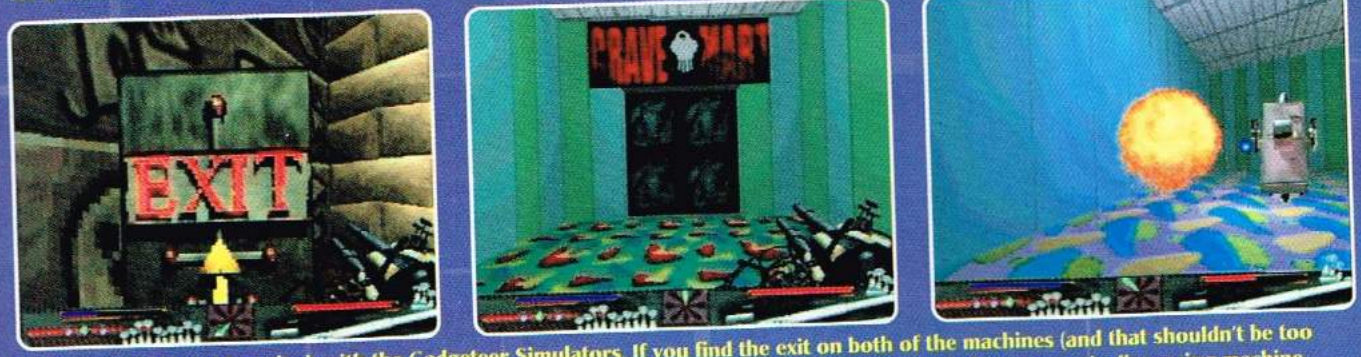
With 999 hit points apiece, the two manifestations of the Darg are easily the toughest enemies the forces of darkness have to throw at you. The spiritual manifestation of the Darg casts Dargfrost, Dargflame, Darg's Touch, Darg's Breath, and Darg's Mind, doing Spirit damage with all these. They can ward off all magic to the tune of 75 percent resistance and are 50 percent resistant to Weakness, Wasted, Pathetic, Blindness, Paralysis, and Sleep. They are 100 percent resistant to Spellbind. So, get Jirina to kick them hard while Windleaf flings her entire quiver at them and Xero looks after the pair with healing spells. Use any items you have left that boost the strength and agility of the women and keep the Aether for Xero. Good luck.

After the battle, Windleaf's party returns from the Darg's dimension to reunite with the others, celebrate, reminisce, and, between Stinger and Windleaf, perhaps you'll even see a hint of romance?

GADGETEER SIMULATORS

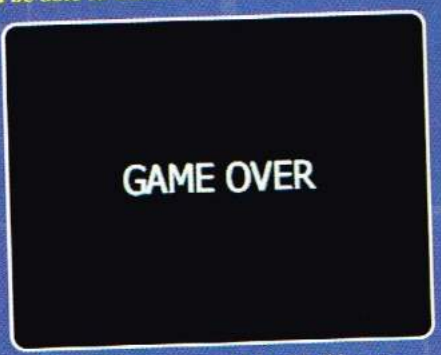
There are two Gadgeteer Simulators to be found in Shadow Madness. The first is in General Pogras's camp and the second can be found on Verne Island (refer to the walkthrough for more specific locations).

The Gadgeteer Simulator is a fairly simple first-person perspective sub-game. All you do is run around and shoot things, but it makes for a welcome relief from the serious gaming.



There's also a secret to unlock with the Gadgeteer Simulators. If you find the exit on both of the machines (and that shouldn't be too difficult), you'll start a third and slightly harder level. Called Crave Mart, there's only one thing in here—a manic dispensing machine. Use the weird grenades on it, then switch to the flamethrower and give it a good toasting. Lastly, track backward around the level picking it off with the machine gun. You should be able to defeat it.

Success gains you the item called Pandora's Cauldron. But be very careful with this, as using it will trigger the end of the world—seriously. If you want to watch, wait until you've saved your game somewhere and use it. The results are staggering.



CONTROLS: Just in case you weren't paying attention, here's that vital screen showing the controls.

SHOPS

There are many different shops to be found in the game, each with its own specialty. They're all detailed in the walkthrough, but what that doesn't tell you is that you can sell many of the apparently mundane items found throughout Shadow Madness for a great profit at particular shops. Try taking the items listed to the left to the corresponding shop. You'll get a pleasant financial surprise.

Shop & Location	Item
Karillon	
Traylor's	Wax
	Slicer
Elysium Goods	Fiber
	Cave Silk
Dani's	Soap
	Glue
Jynx	
Store	Broom
	Brush
Anglerville	
Bardney's	Basket
	Wire
Eyre	
Harry's	Splitter
	Buttons
Gadgeteria	Vines
	Mallet
Pays'hom	
Item Store	Bottle
	Spanner
Michi Village	
Store	Spikes
	Chalk
Bene-Brokul	
Clancy's	Hides
	Screwdriver
Nomad Camp	
Merchant	Perfume
	Drill
New Gubrath	
Mercantile	Nails
	Candle
Old Gubrath	
Chauncey's	Twine
	Bucket
Dobietown	
Hoggan's	Jug
	Bolts
Chiore	
Pappy Kip's	Nuts (hardware)
	Hammer
Treeside	
Store	Spade
	Hoe
Isle of Petit	
Shop	Torch
	Saw
Castle Metaboline	
Market	Urn
	Wrench
Market 2	Tinderbox
	Needle
Banori Caverns	
Item Shop	Shovel
	Thread
Gellan's	Needle
	Hammer
Banori Trading Post	Wool
	Jewelry
Cyl Og Sul	
Bromwell's	Pooj Leaves
	Coffee

Abbreviations

Shadow Madness, like most role-playing games, uses statistics to describe the abilities of the main characters. Some of the magical items listed here affect the character's statistics directly, increasing (and occasionally decreasing) them. For the sake of space, the game's five statistics are abbreviated in all the following tables as follows: Attack (ATT), Defense (DEF), Agility (AGL), Prowess (PRW), and Speed (SPD). The other abbreviations used are MP for magic points and HP for hit points.

MAGICAL ITEMS

You can find many different items in Shadow Madness; some are ordinary, some magical. Here are all the magical ones and their effects.

Continuous Magical Items (always in use when equipped)

Item	Effect
Accuracy Amulet	+25 PRW
Amulet of Glory	+50 PRW
Amulet of Org-Tya (Jirina only)	+50 HP and +30 MP
Arn's Crown	+55 ATT
Battle Upgrade (Harv only)	+40 ATT and +35 PRW
Bloodcharm	+50 HP
Doznaught Ring	Immune to Sleep
Dumnaught Ring	Immune to Confusion
Fanoma's Ring (Windleaf only)	+40 HP and +50 MP
Girdle of Wonder (Jirina & Windleaf only)	+10 to Defense
Gogarin Amulet	+10 ATT, +5 DEF, +15 PRW
Hag's Tooth	+50 PRW, -25 AGL

Item	Effect
Psion Earring (Xero only)	+25 PRW and +30 ATT
Rhan's Codpiece (Stinger only)	+15 to Defense
Ring of 9 Lives	+15 ATT,+15 PRW, +15 DEF,+15 AGL,+15 SPD
Ring of Helios	+20 Spellcasting
Skull of Nagillig	+15 ATT, PRW, DEF, -15 AGL, SPD
Slonaught Ring	Immune to Slowness
Spectre Ring	75% RES to Paralysis
Stealth Boots	+20 SPD and +20 AGL
Still Life	+75 DEF, -50 SPD
Toxnaught Ring	Immune to Poison
War Overcharger (Clemett only)	+20 Gadgeteering

Disposable Magical Items (one use only)

Item	Description	Effect
Aether Drop	–	Restores 25 MP
Aether Potion	–	Restores 999 MP
Aether Wafer	–	Restores 100 MP
Armortrout	Elusive fish known to heal wounds faster when eaten	Restores 150 HP
Barleyfiz	Popular drink among laborers and guards on Arkose	Restores 50 HP
Beef Cake	–	+20 ATT for the duration of one battle
Blood Fruit	–	Restores 200 HP and 100 MP
Burvine Leaf	A fuzzy leaf with curative powers	Restores 50 HP
Cerebral Jolt	–	Cures Pathetic
Daro Root	–	Cures Poison
Deathcheat	–	Revives target at 100 HP
Desert Pear	Hard to find, but worth the hunt	Restores 150 HP
Elixir of Oax	–	Tastes great, but does nothing
Eye Mist	–	Cures Blindness
Fegglenut	–	+20 DEF for the duration of one battle
Fyrn Salve	Cheap curative mixture used by common folk in Arkose	Restores 50 HP
Fyrn Tonic	Bittersweet fluid with healing powers	Restores 100 HP
Greencod	Tasty and wily fish	Restores 75 HP
Gylberry	Bitter but soothing berry	Restores 200 HP
Hu'Chah	Healing drink made in Artelier	Restores 250 HP
Kimiss	Healing brew of Banori origin	Restores 100 HP
Kur Sap	–	Cures Poison
Lifeback	–	Revives target at 100 HP
Lifedew	–	Revives target at 100 HP
Mila Juice	–	Cures Slow
Nimble Mint	A curiously strong mint	+25 AGL for the duration of one battle
Nor Moss	Very potent healing item from the mountains	Restores 999 HP
Org Courage	–	Cures Ineptitude
Org Wafer	–	Cures Weakness
Pilj Syrup	Gooey liquid with amazing healing powers	Restores 200 HP
Prodigy Gum	–	+20 PRW for the duration of one battle
Pulspore	–	Cures Slow
Qyg's Snuff	–	Cures Paralysis
Rush Barb	–	Cures Paralysis
Second Chance	–	Revives target at 100 HP
Sight Berry	–	Cures Blindness
Skeleton Key	Opens locked doors and treasure chests	Lockpicking skill Level 1, 2, 3, or 4
Stank Moss	–	Cures Sleep
Toparri Salve	–	Cures Blindness
Tuji Fruit	Thorny seed-bearing fruit of the Tuji tree	Restores 75 HP
Tync An'Sar	"Touch of the soul", roughly translated from the Orgish	Restores 250 HP
Ullk Oil	Awful tasting but strong	Restores 999 HP
Vigor Pill	–	Cures Weakness
Waken Powder	–	Cures Sleep
War Drink	Orgish healing potion	Restores 100 HP
Wyld Root	Bland Wyldernian root with mystical healing qualities	Restores 50 HP

MAGICAL WEAPONS

There are literally hundreds of different weapons in Shadow Madness, but only a few have any magical effect when wielded in battle. Some of those that do have an effect inflict "Spell States" on their victim. For a complete list of spell states and their effects, refer to the table on page 11.

Arrows	Magical Effect	Weapon Value
Allstriker Arrow	Strikes multiple targets	45
Omega Arrow	Automatically poisons target, hits all enemies	100
Viper Arrow	Automatically poisons target	75

Bows	Magical Effect	Weapon Value
Defender Bow	+10 DEF and +10 AGL	25
Flynn's Bow	+5 PRW	30
Lifegiver	+15 DEF	70
Omega Bow	Immune to Poison, Confusion, and Sleep, casts Psidagger, +20 ATT, +25 DEF, +20 AGL, +30 PRW	150
Queen Bow	99 DEF and 99 AGL	130
Raven Bow	Immune to Sleep, +15 ATT, +15 DEF, +20 PRW	95
Warbird Bow	Immune to Confusion, +10 ATT, and +10 PRW	75
Wraithbow	+20 Spellcasting and +25 MP, -10 PRW	105

Daggers	Magical Effect	Weapon Value
Allstriker	Hits all enemies	60
Omega Dagger	Automatically poisons the enemy, hits all enemies	100
Venom Dagger	Poisons target	40

Scythes	Magical Effect	Weapon Value
Defender	+5 DEF and +5 AGL	30
Khytynni Scythe	Casts Icefang	55
Omega Scythe	+35 ATT, +45 DEF, +50 AGL, +40 PRW, and casts Psidagger	75
Outlaw Scythe	Causes Sleep	60
Reaper	Paralyzes target, +10 ATT, and +10 PRW	50
Reaver	+5 ATT	25

Swords	Magical Effect	Weapon Value
Banesword	Poisons target	60
Bloodthirst	Inflicts Weakness	95
Earthbane Sword	Casts Stoneball	70
Eriksword	Casts Stoneball, +15 ATT, +10 AGL, +10 PRW	100
Foesbane	Immune to Poison	120
Gamathel's Sword	+5 AGL and +5 PRW	30
Mageblade	+20 ATT, +15 AGL, +15 PRW	115
Ranger Sword	+5 ATT and +5 DEF	25

Warspikes	Magical Effect	Weapon Value
Boltspike	Delivers Earth damage	55
Firespike	Delivers Fire damage	45
Icespike	Delivers Ice damage	45
Numbspike	Has a chance of Slowing the target	65
Omegaspike	The 'ultimate' warspike; ultra-rare and super-potent	100
Psispike	Delivers Psi Damage when it hits	85
Sleepspike	Has a chance of putting the target to Sleep	55
Spiritspike	Delivers Spirit damage when it hits	95
Venomspike	Has a chance of Poisoning the target	75

MAGICAL ARMOR

There are a few very rare and special items of magical armor in the game. Any armor can be enchanted with Wards that will help prevent damage from certain types of magical attack (at the Blacksmith's Shop in Karillon, see page 36). Body Armor gets a 40 percent bonus to resisting attacks of the kind enchanted against, Gauntlets a 15 percent bonus, and Helms a 10 percent bonus. Those with Omegaward help against ALL types of magical attacks. This table lists all items of armor with intrinsic magical qualities, and their effects.

Armor	Magical Effect	Armor Value
Deathguard Armor	Fireward +5%, Iceward +5%, Earthward +5%, +5 DEF, and +25HP HP	105
Defender Armor	Immune to Slow, +10 AGL	95
Dendrokin Armor	Immune to Poison, +10 AGL	130
Explorer Armor	Earthward, Fireward, Iceward	105
Gogarin's Armor	+5 DEF	35
Imperial Armor	+5 ATT and +10 HP	95
Mage Armor (spellcasters only)	+5 AGL and +5% MP	45
Magewar Armor (spellcasters only)	Omegaward, +15 DEF, +20 Spellcasting, +100 MP	150
Magic Battle Armor	Fireward +10%, Iceward +10%	100
Michi Armor	Immune to Paralyze	100
NuBattle Armor (Clemett only)	Fireward +10%, Iceward +10%, +15 DEF, +10 AGL and +20 MP	130
Paladin Armor	Chaosward +5%, Spiritward +5%, +10 DEF	135
Pyke's Armor	+10 ATT, +15 AGL, and +10 PRW	140
Ranger Armor	Earthward, +5 AGL, and +5 PRW	40
Toparri Armor	Psiward, Immune to Poison, +50 HP	140
Travel Cloak	Resistant to Poison, +10 AGL, and +5 HP	90
Vanguard Armor	Immune to Slow and Paralysis, Resistant to Psionic attacks, +15 ATT, +20 DEF, and +15 AGL	145
Warlord Armor	Chaosward +5%, Immune to Sleep, +15 AGL	135
Wool Coat	Iceward +5%, +5 DEF	90

Gauntlets	Magical Effect	Armor Value
Deathguard Gauntlets	+20 ATT	100
Imperial Gauntlets	Fireward +5%, Iceward +5%	90
Knight Gauntlets	+5 ATT	30
Mage Gauntlets (spellcasters only)	+10 DEF	40
Magewar Gauntlets (spellcasters only)	Omegaward, +35 ATT	140
NuBattle Gauntlets (Clemett only)	Iceward +10%, Fireward +10%), +15 Gadgeteering	125
Paladin Gauntlets	Chaosward +5%, Spiritward +5%), +25 ATT	130
Ranger Gauntlets	Earthward +5%	35
Thievin' Gloves (Stinger only)	Level 3 Lockpicking	85
Venom Gauntlets (Jirina only)	Poisons target, +15 ATT	95
Warlord Gauntlets	Chaosward +5%, +30 ATT	130

Helms	Magical Effect	Armor Value
Deathguard Helm	+5 AGL and +15 PRW	100
Defender Helm	Resistant to Sleep, +10 DEF	90
Drake Helm	Fireward +10%	135
Explorer Helm	Spiritward +5%, Resistant to Sleep	100
Imperial Helm	Fireward +5%, Iceward +5%, +10 PRW	90
Incognito Helm	Resistant to Confusion	85
Knight Helm	+5 PRW	30
Mage Helm (spellcasters only)	+10 Spellcasting	40
Magewar Helm (Spellcasters only)	Omegaward, +20 PRW	140
Magic Battle Helm	Fireward +5%, Iceward +5%, +10 PRW	95
Michi Helm	Earthward +5%, Resistant to Sleep	95
NuBattle Helm (Clemett only)	Spiritward +10%, Chaosward +10%, +20 PRW	125
Paladin Helm	Chaosward +5%, Spiritward +5%, +20 PRW	130
Ranger Helm	Earthward +5%	35
Toparri Helm	Psiward, +10 AGL	135
Turban Of Uhndrash (Xero only)	Immune to Poison, +5 ATT, +5 DEF, and +5 AGL	85
Warlord Helm	Chaosward +5%, +25 PRW	130

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